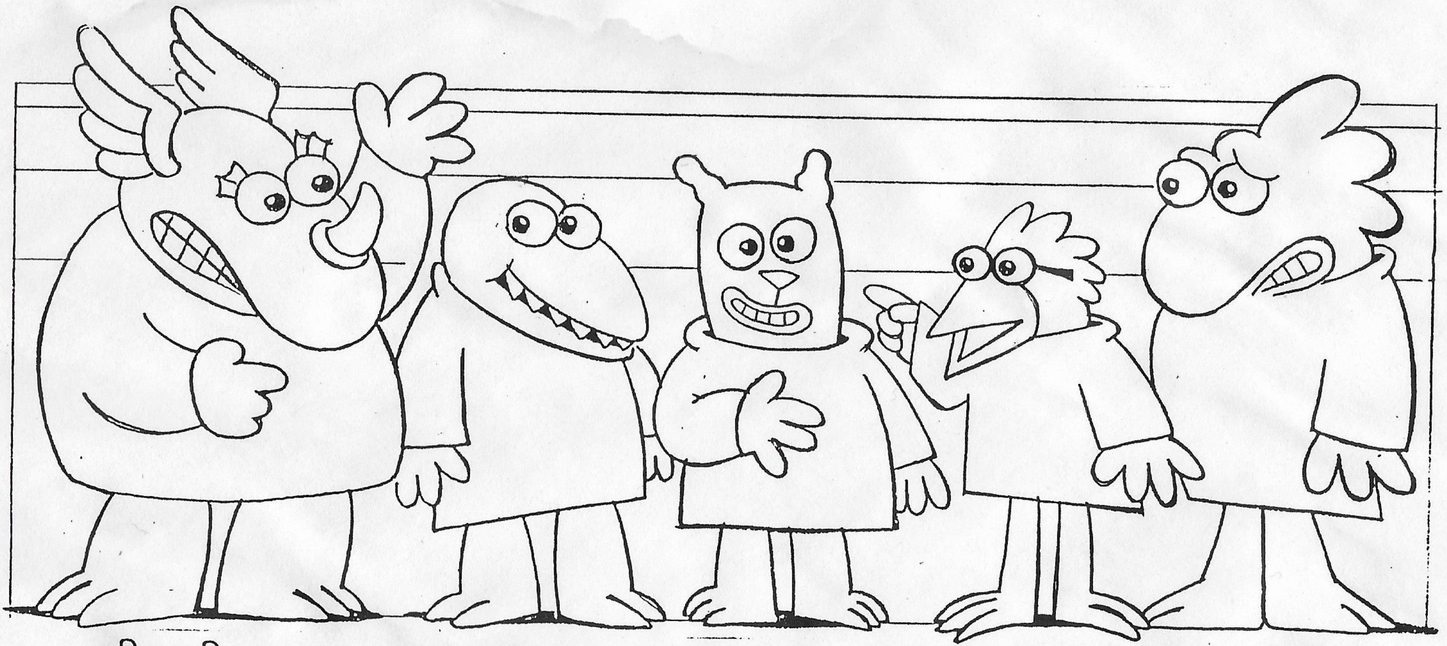
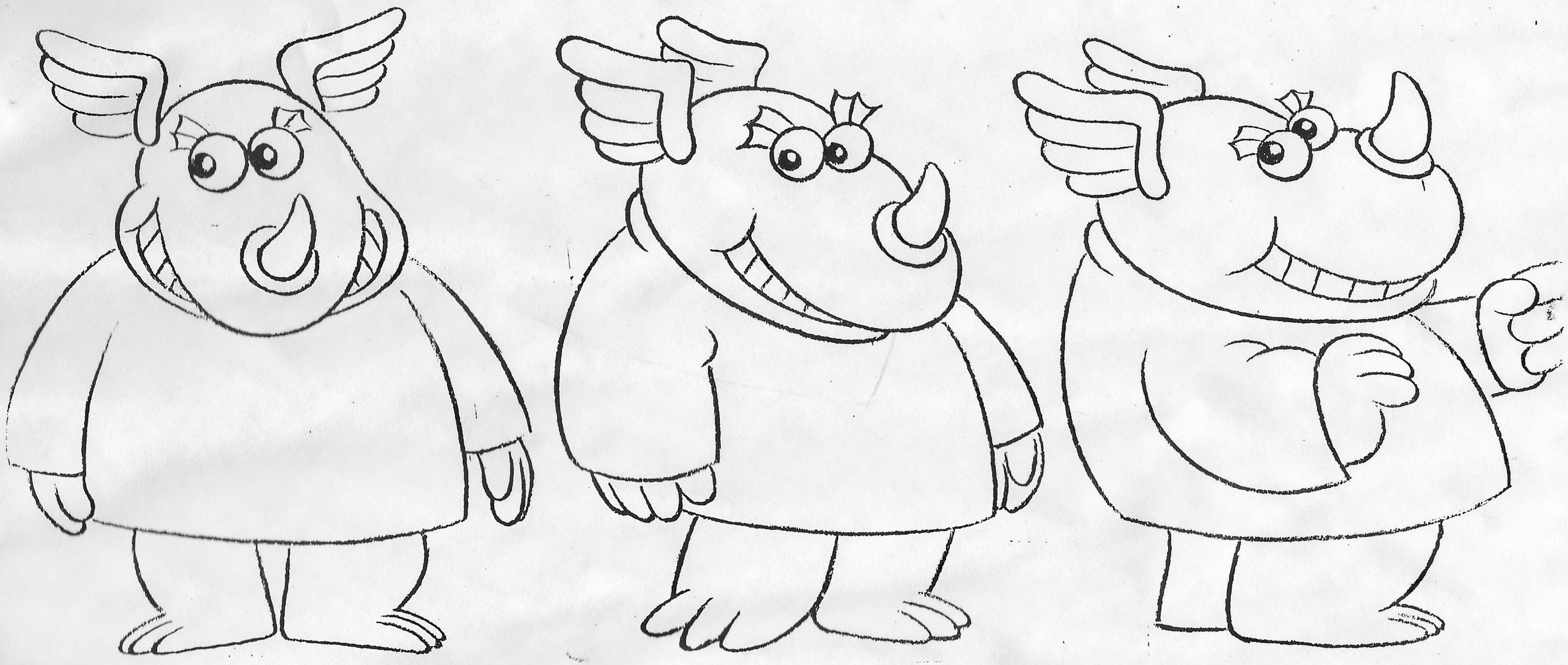
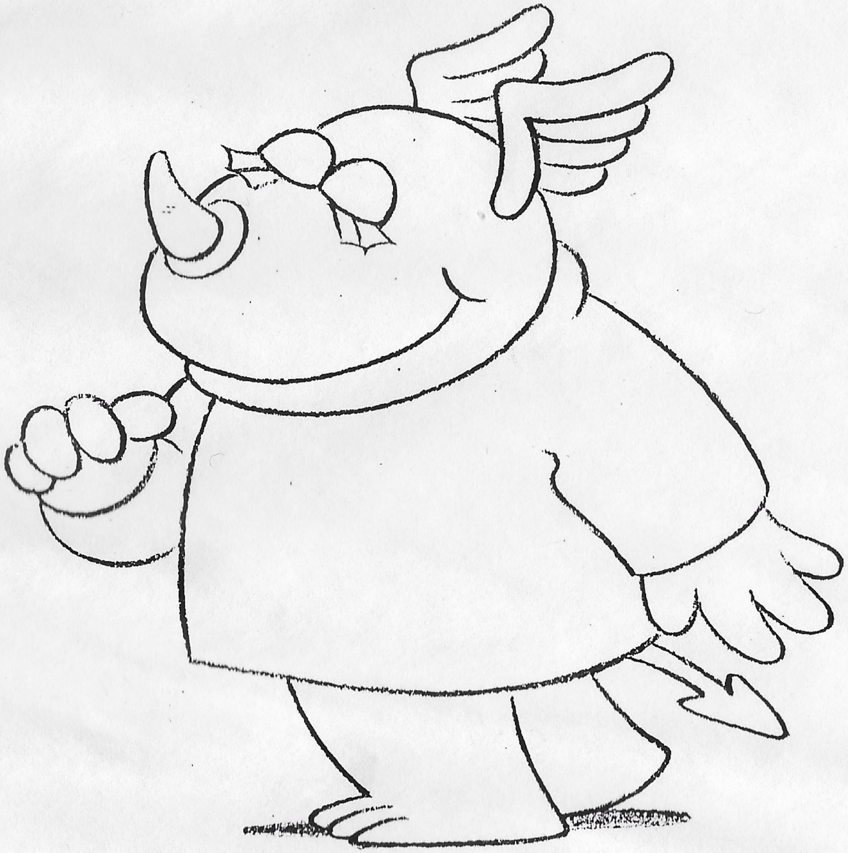


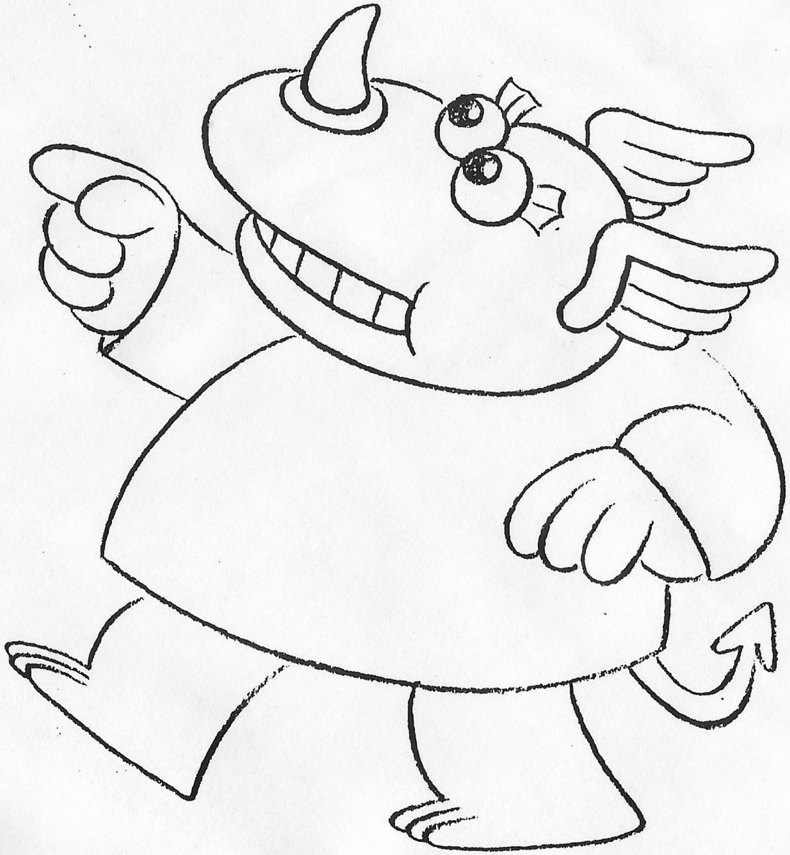
Big Beast Oddy Dogface Nird Ick

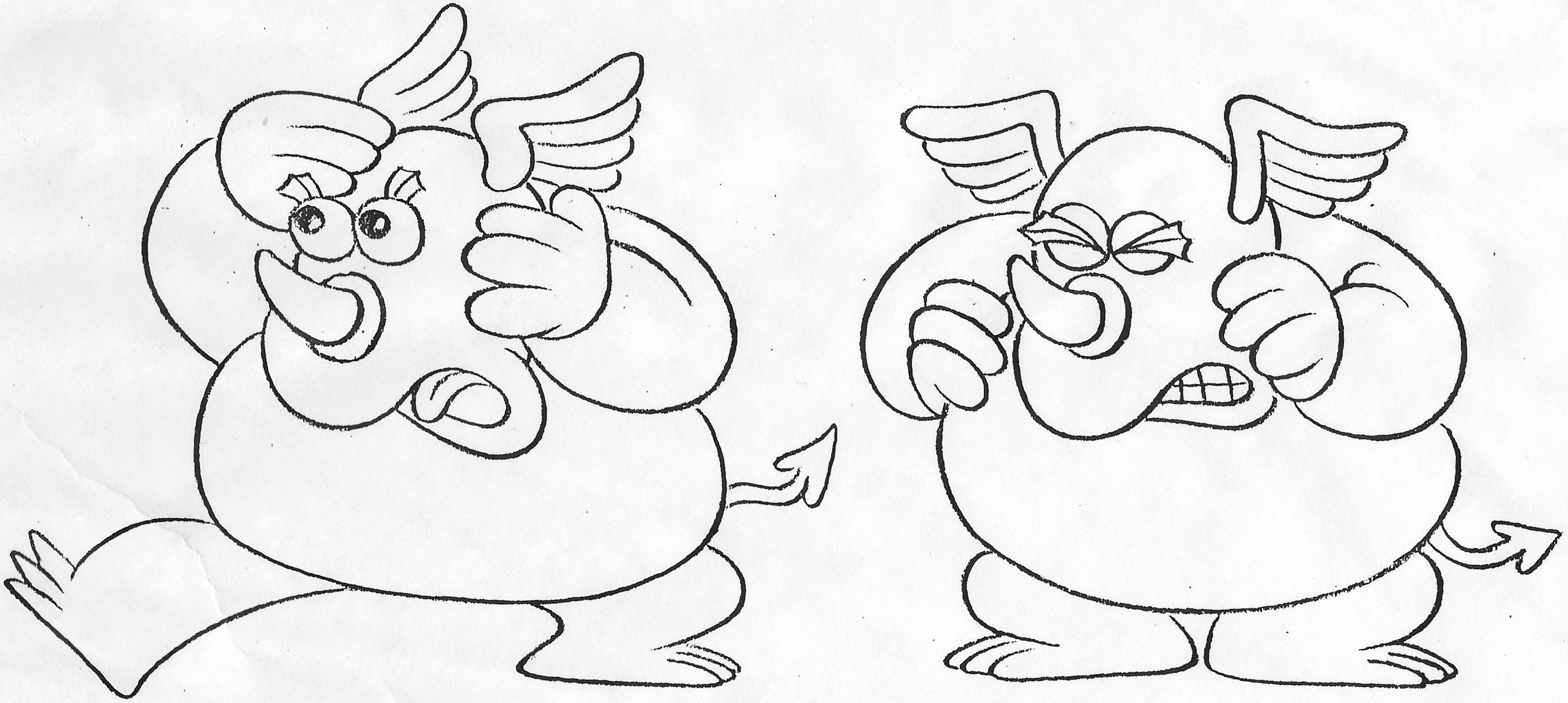
The Quintet, wide-shot size

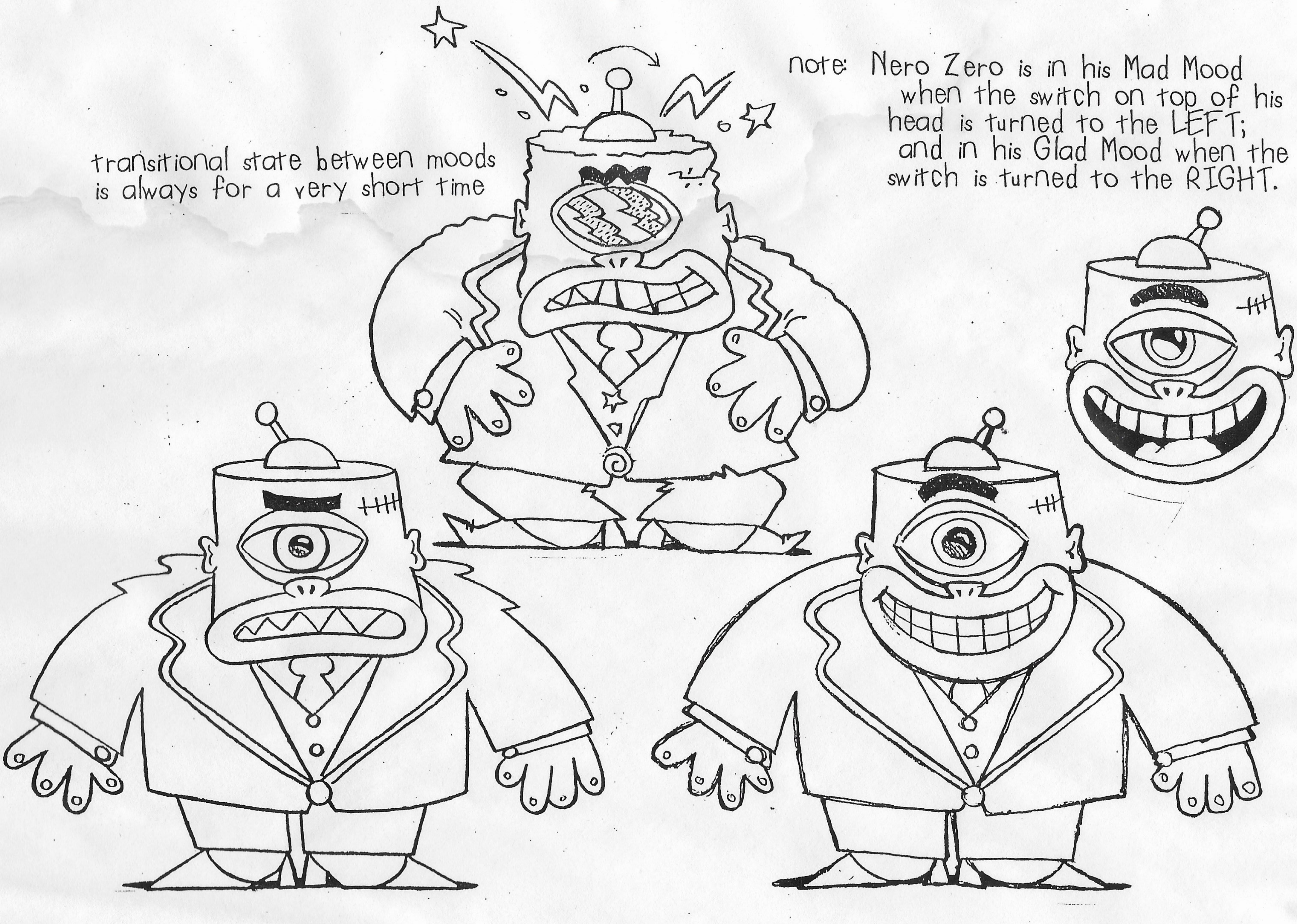


Big Beast, standard size



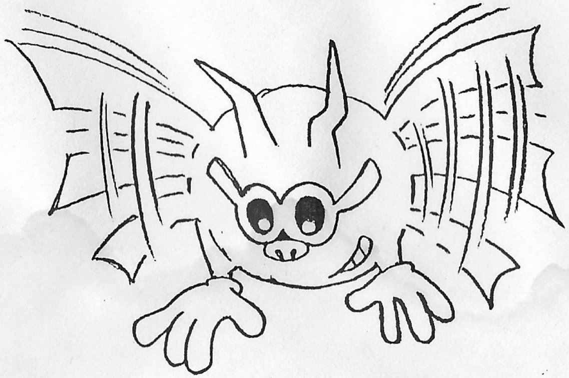


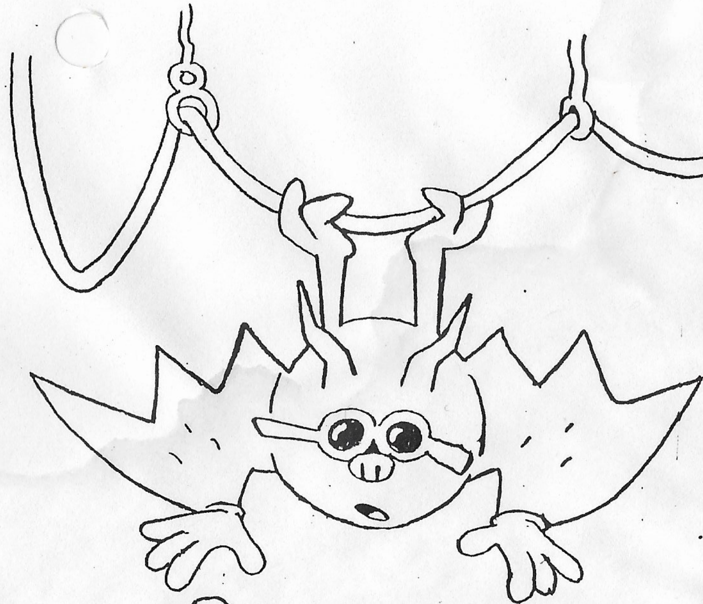




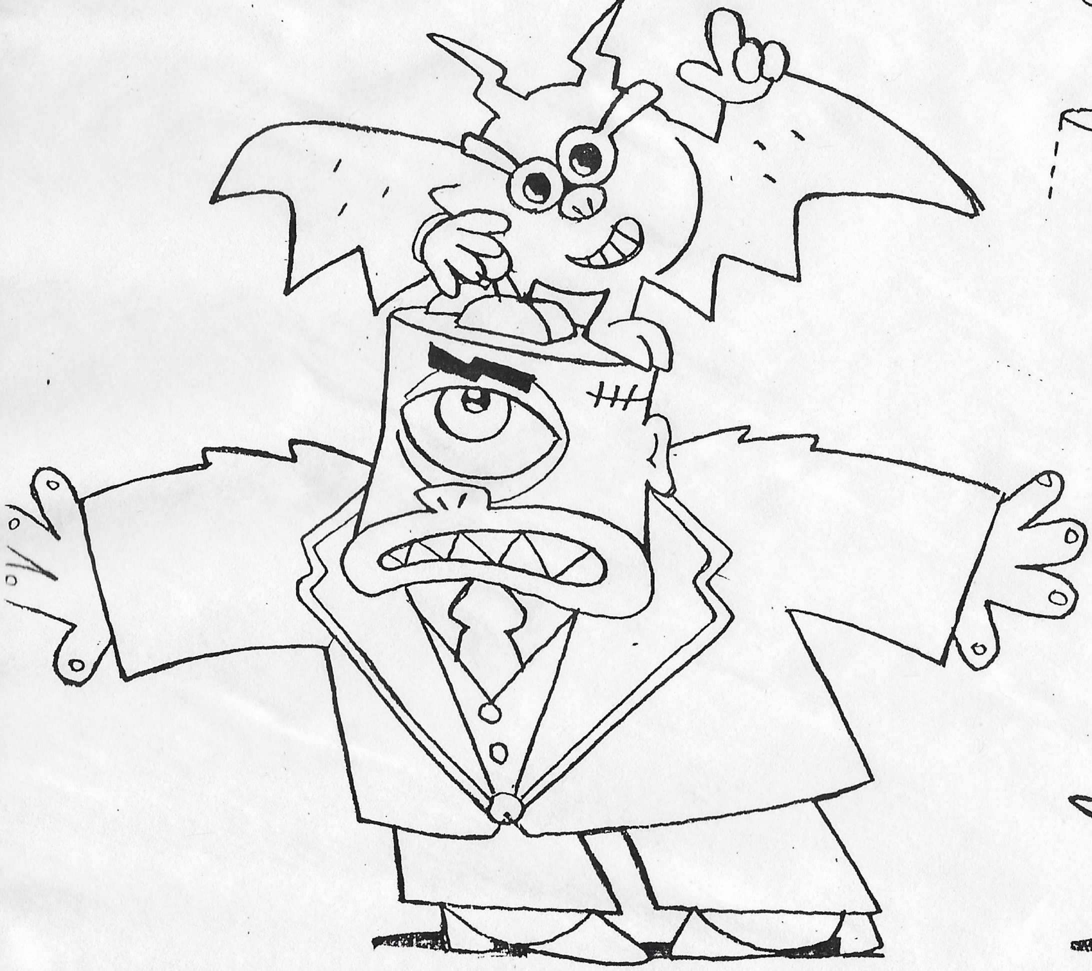
transitional state between moods
is always for a very short time

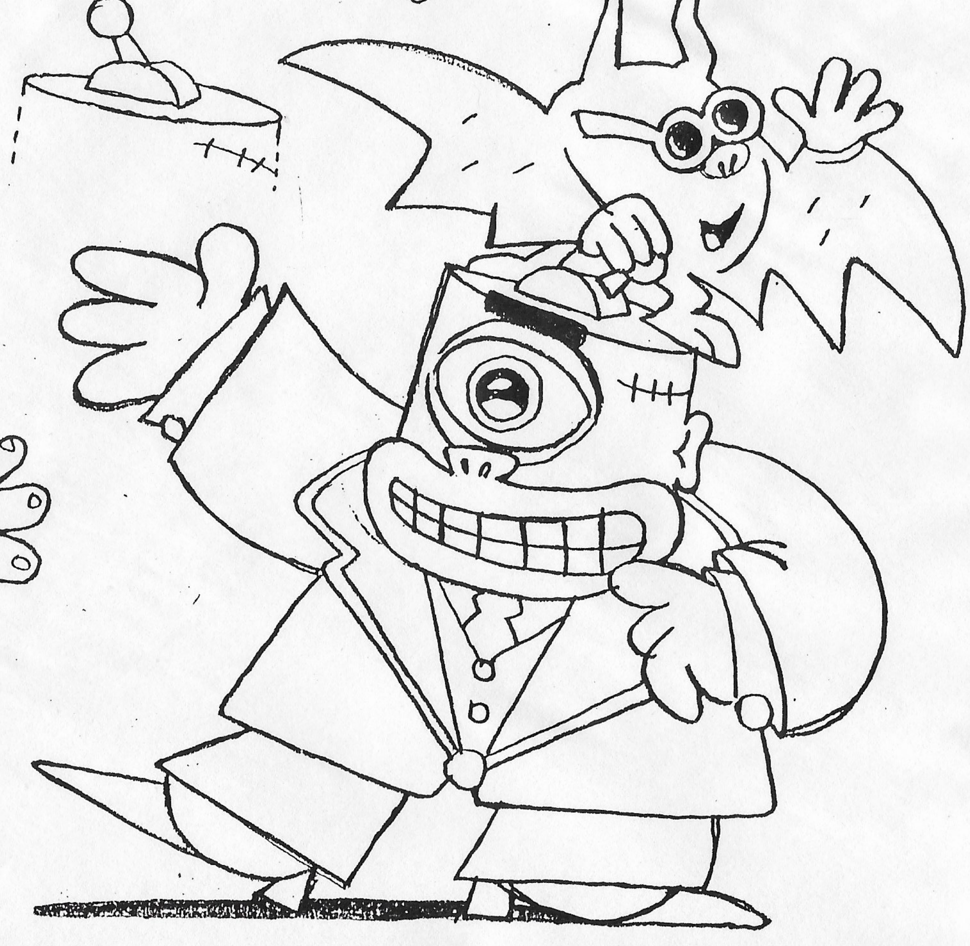
note: Nero Zero is in his Mad Mood
when the switch on top of his
head is turned to the LEFT;
and in his Glad Mood when the
switch is turned to the RIGHT.

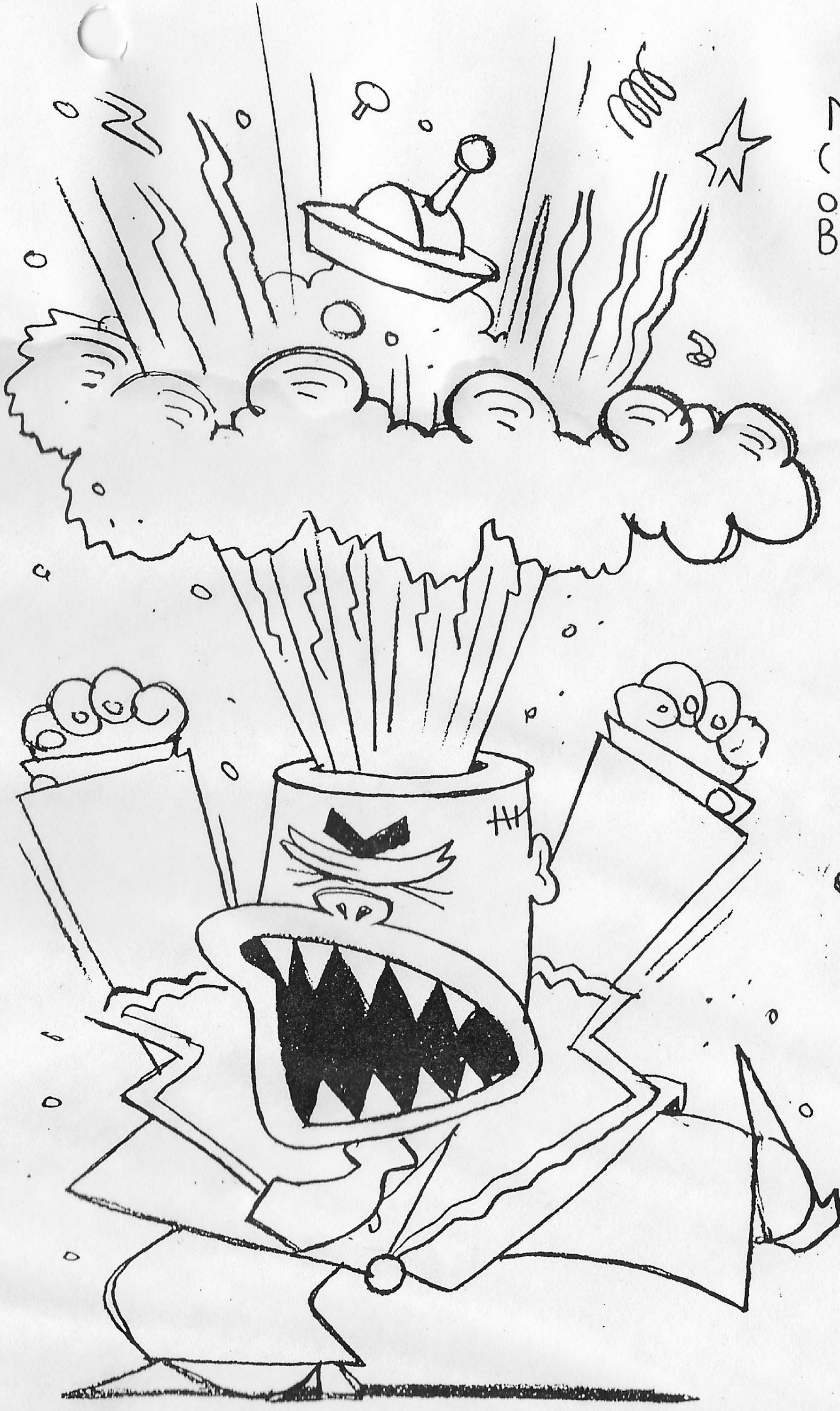




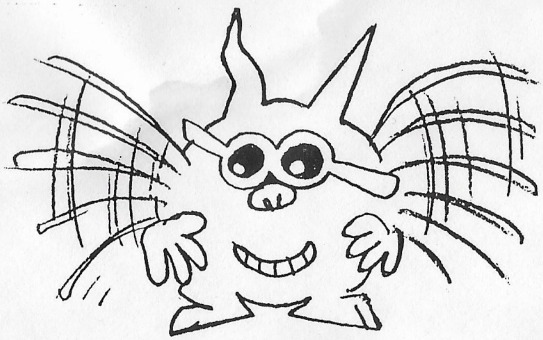
some ways to stage Bombat while he's flipping Nero Zero's Glad-Mad Mood Switch...always try and keep the action CLEAR and READABLE.

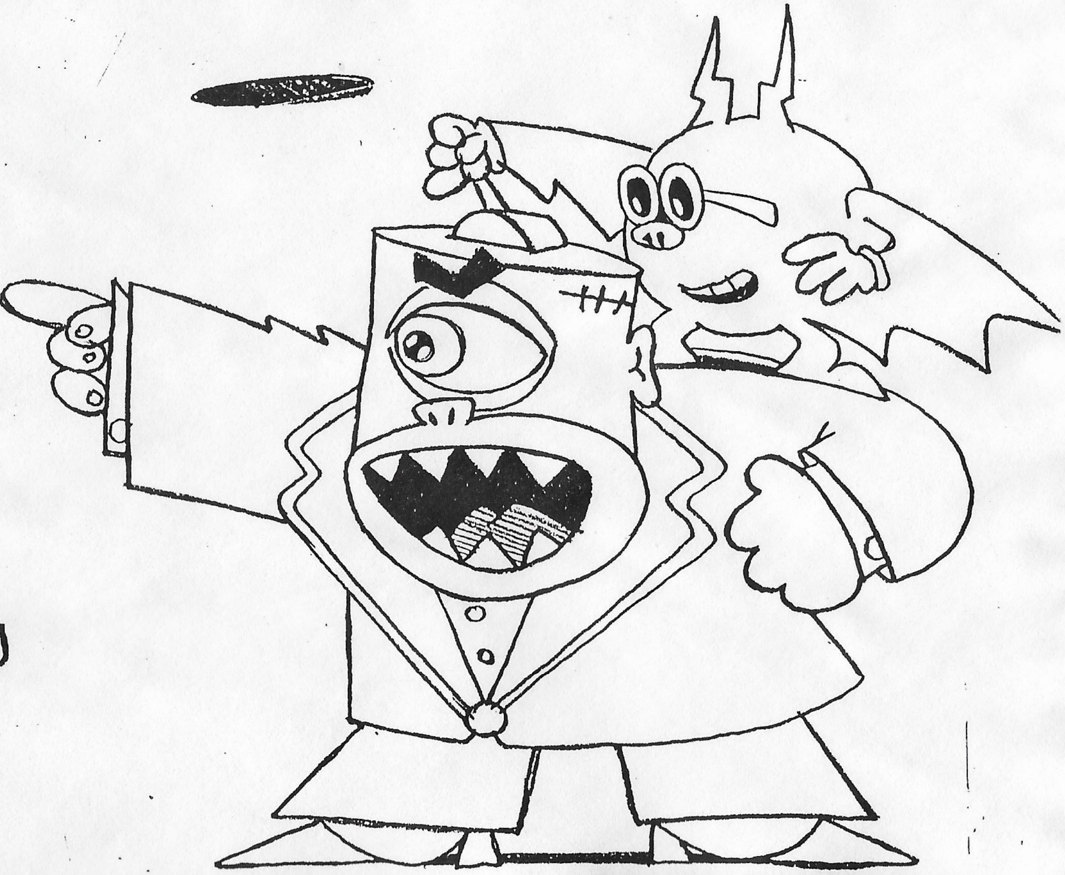




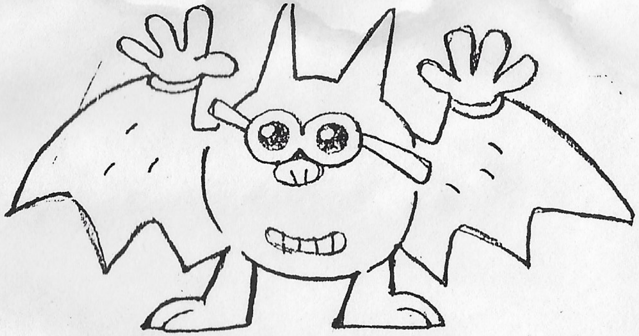


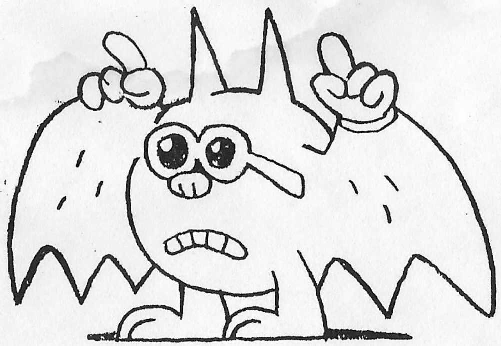
Nero Zero is the most TexAverian
(extreme and crazed animation)
of all the characters in the
Big Beast Pantheon...

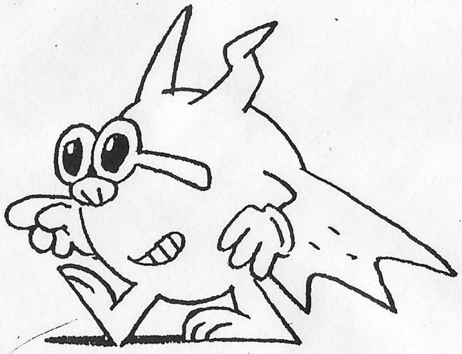


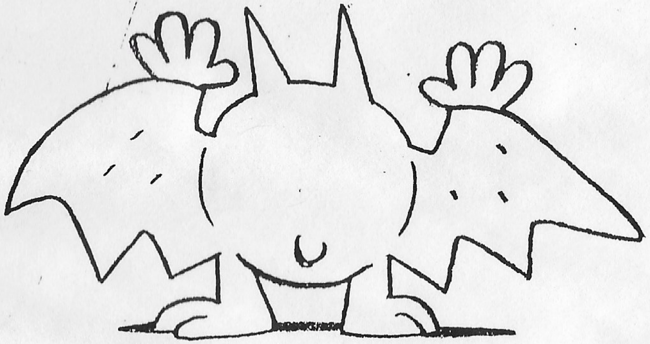


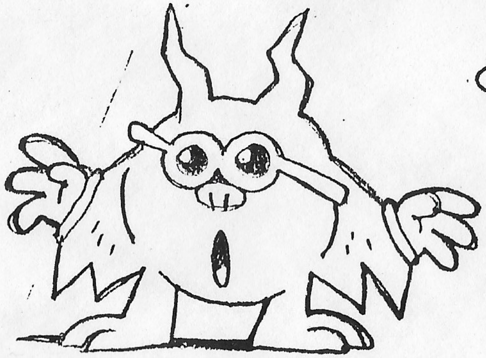
Bombat
standard size

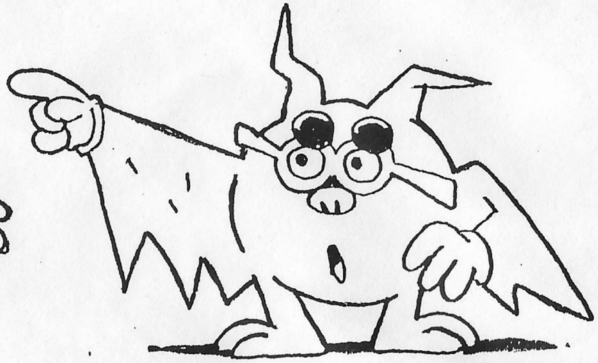


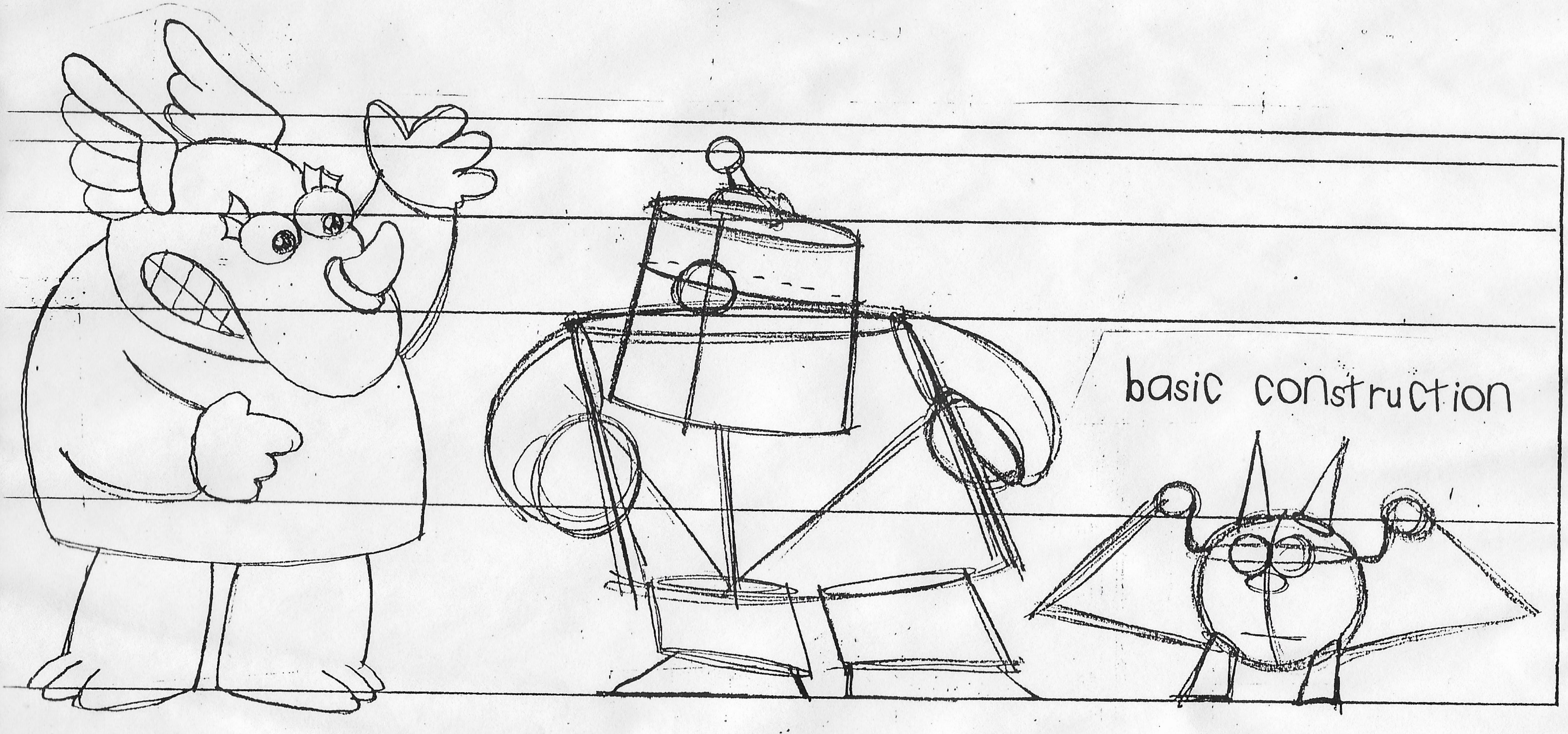


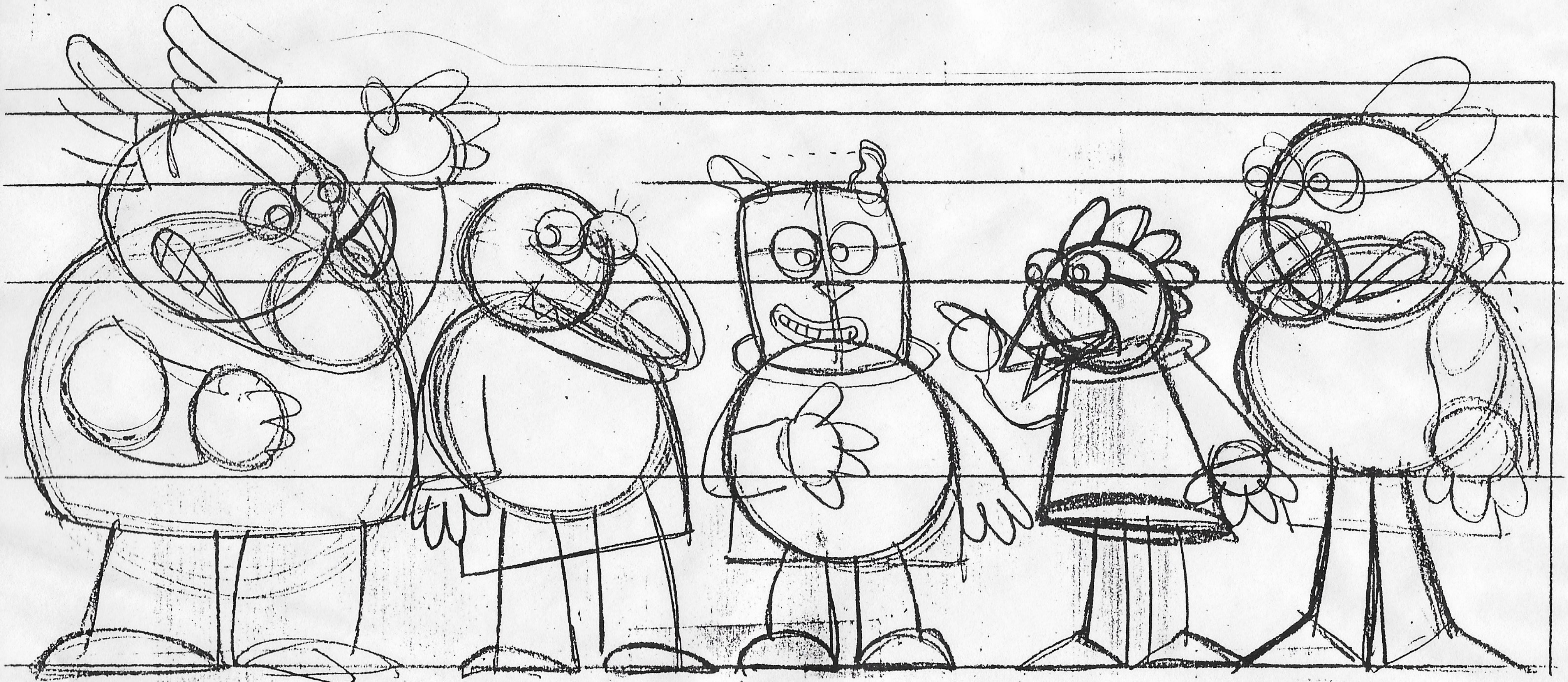




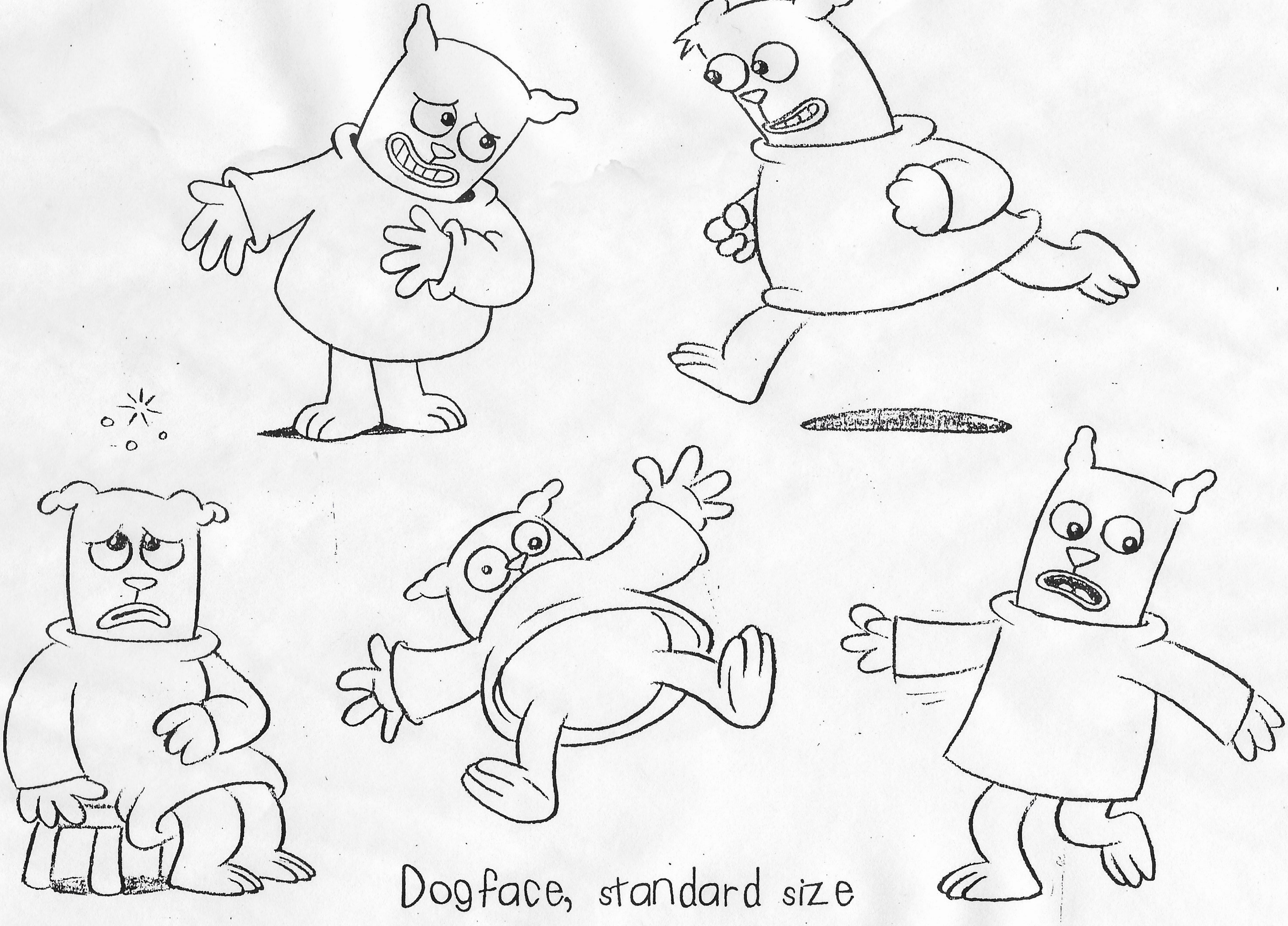




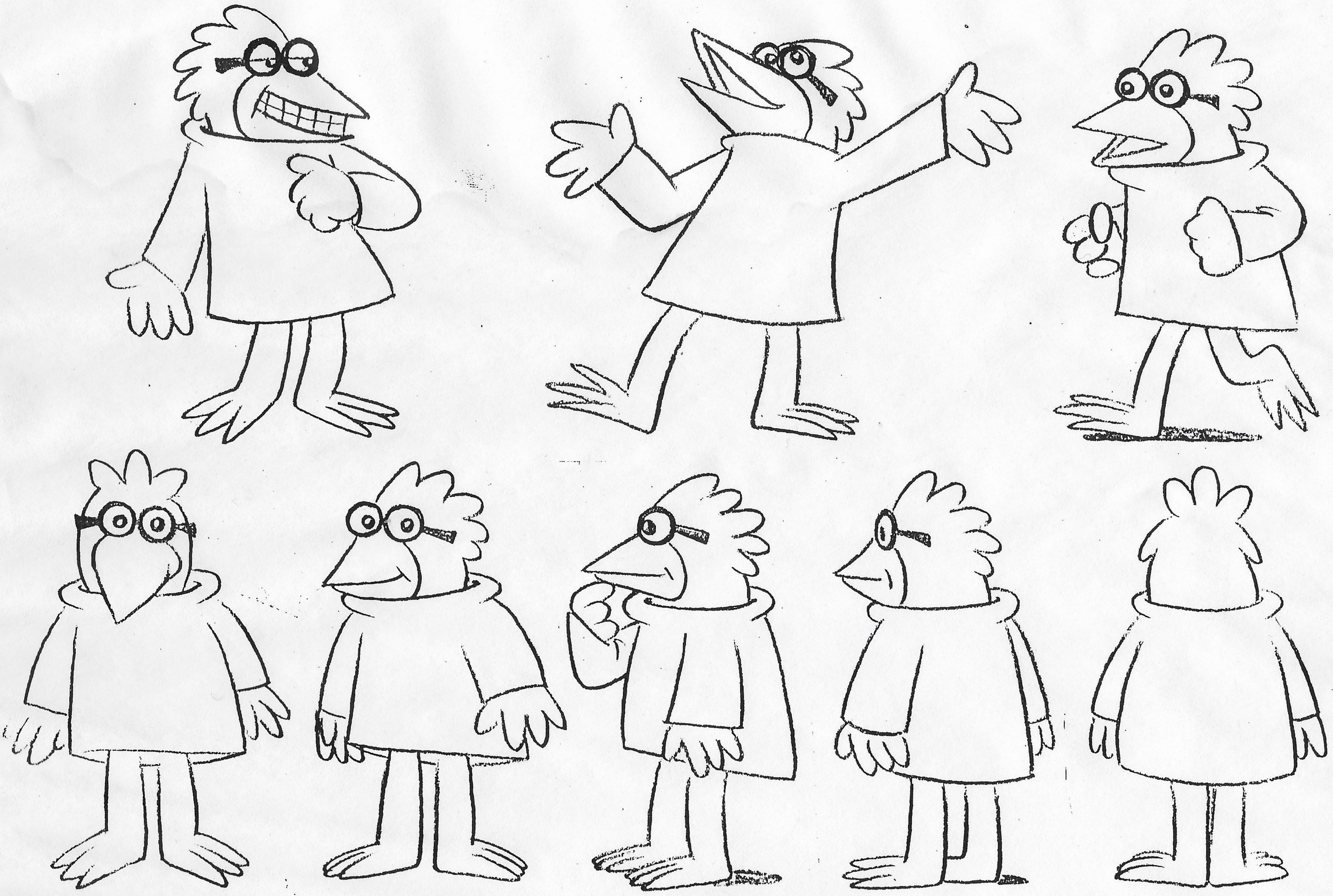

basic construction



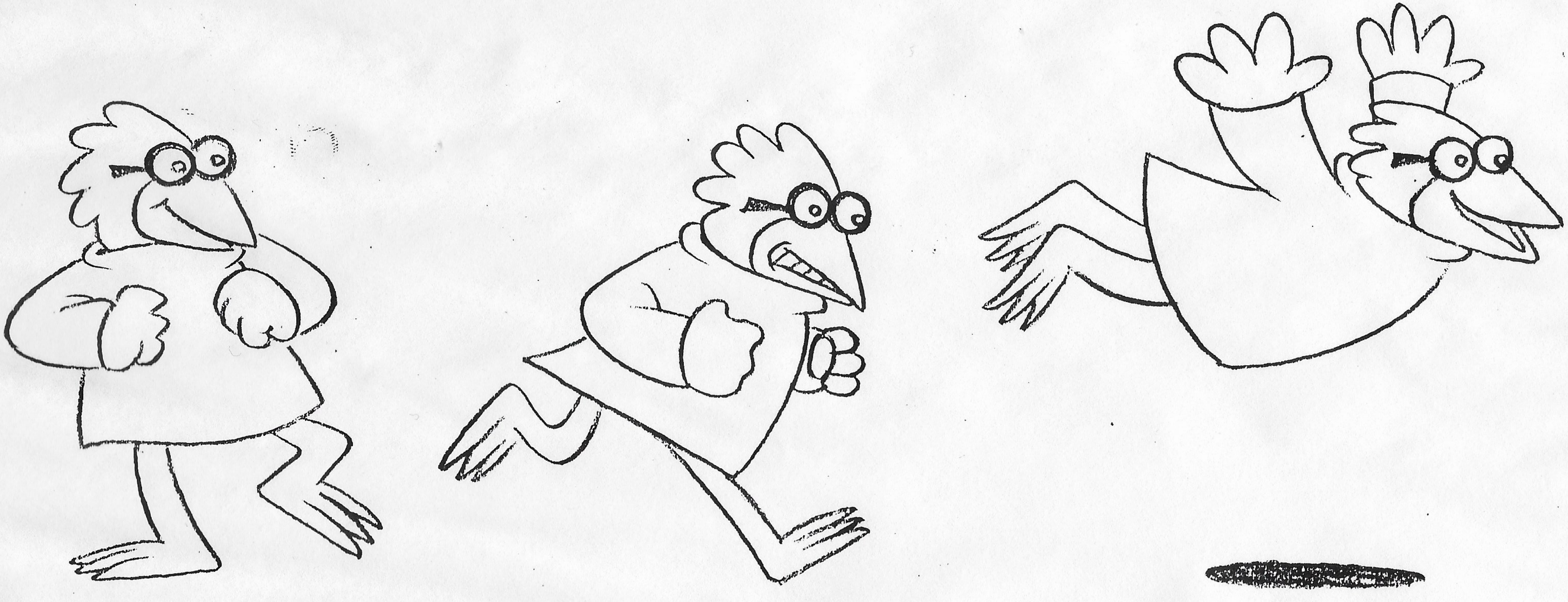
basic construction

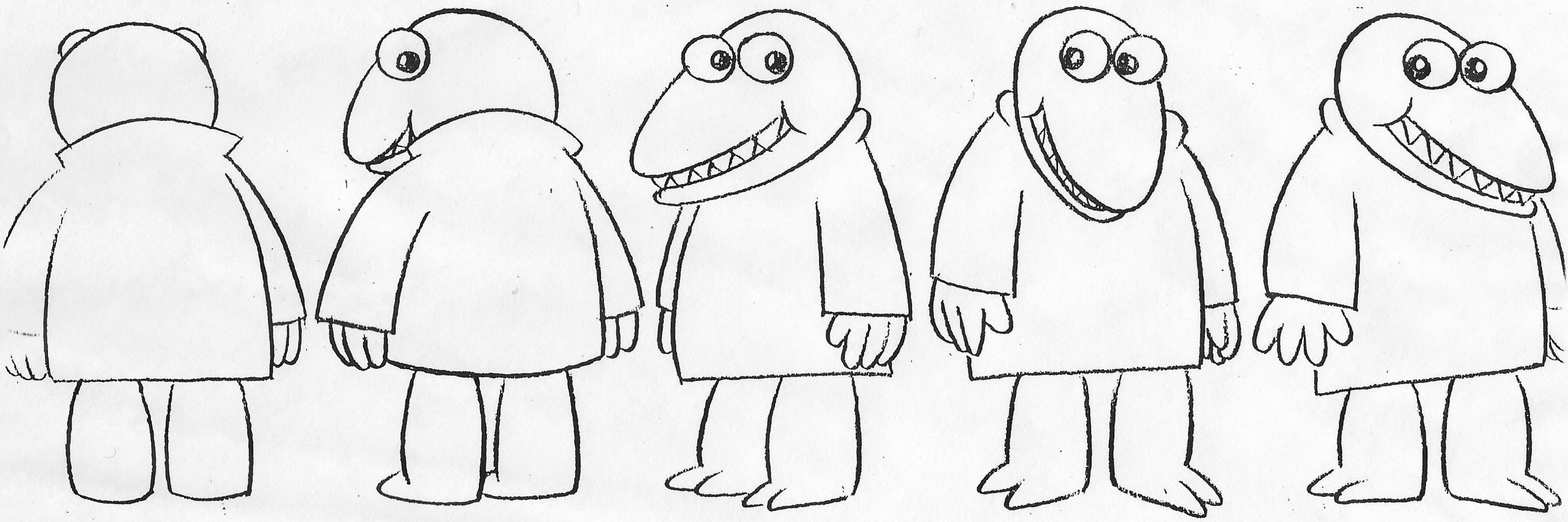


Dogface, standard size

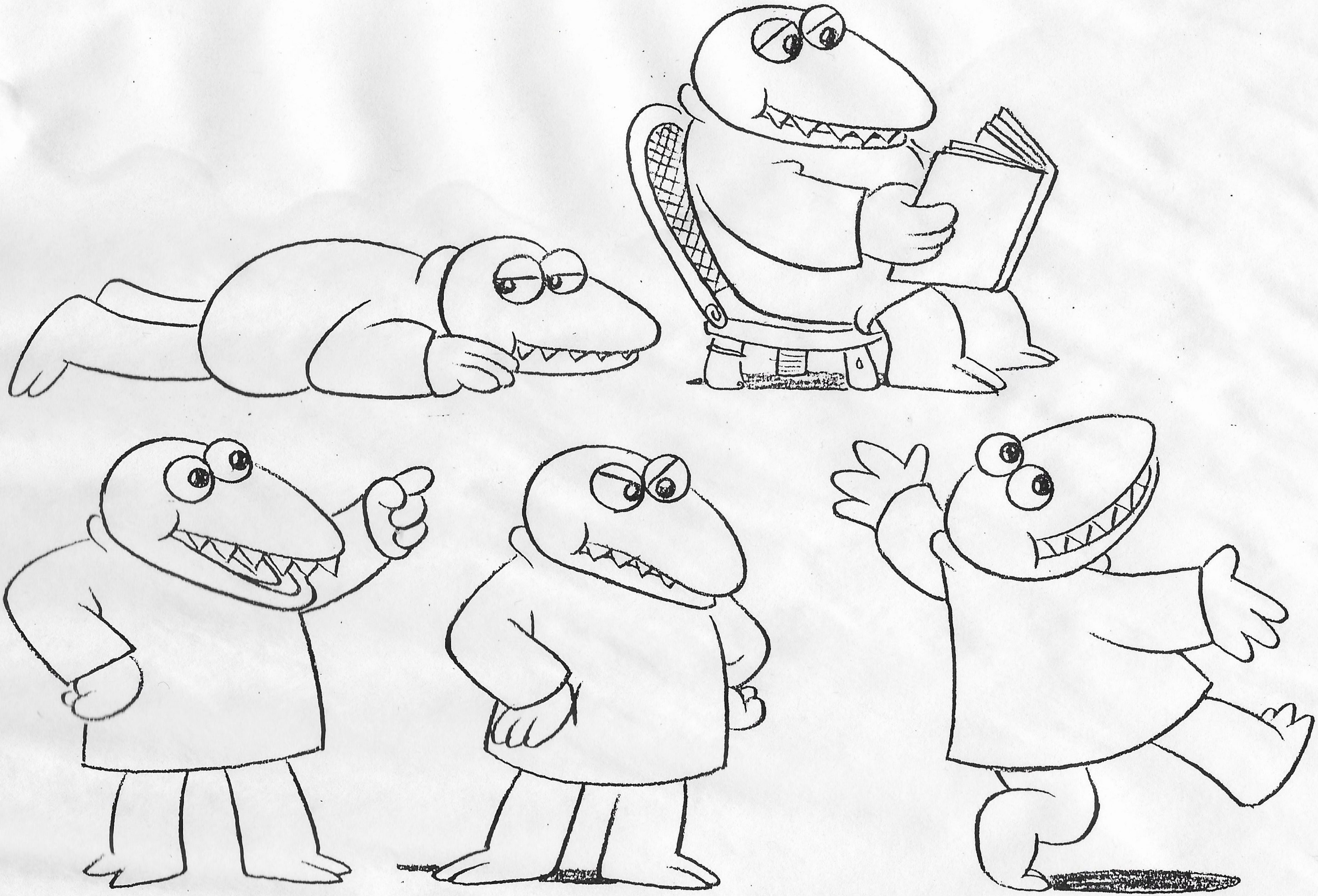


Nird, standard size

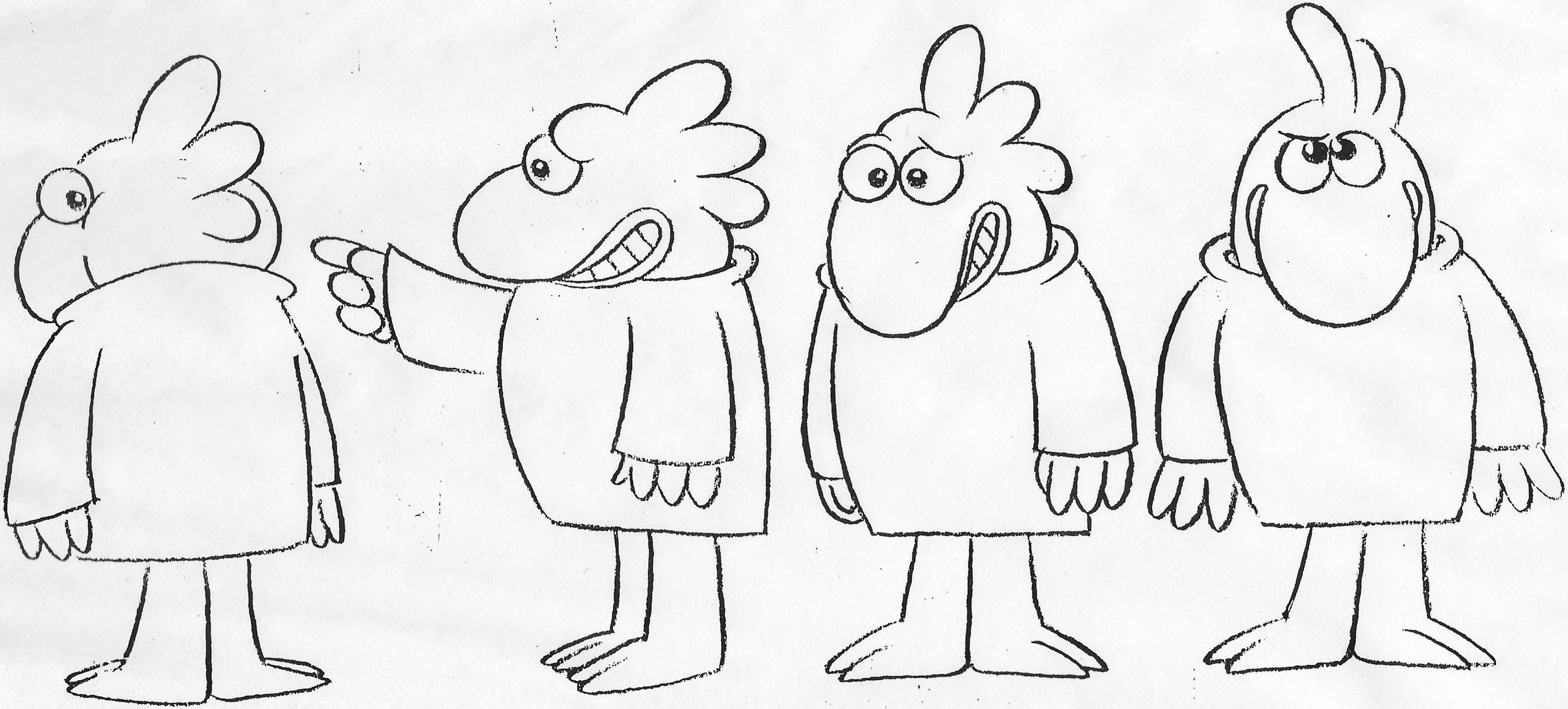


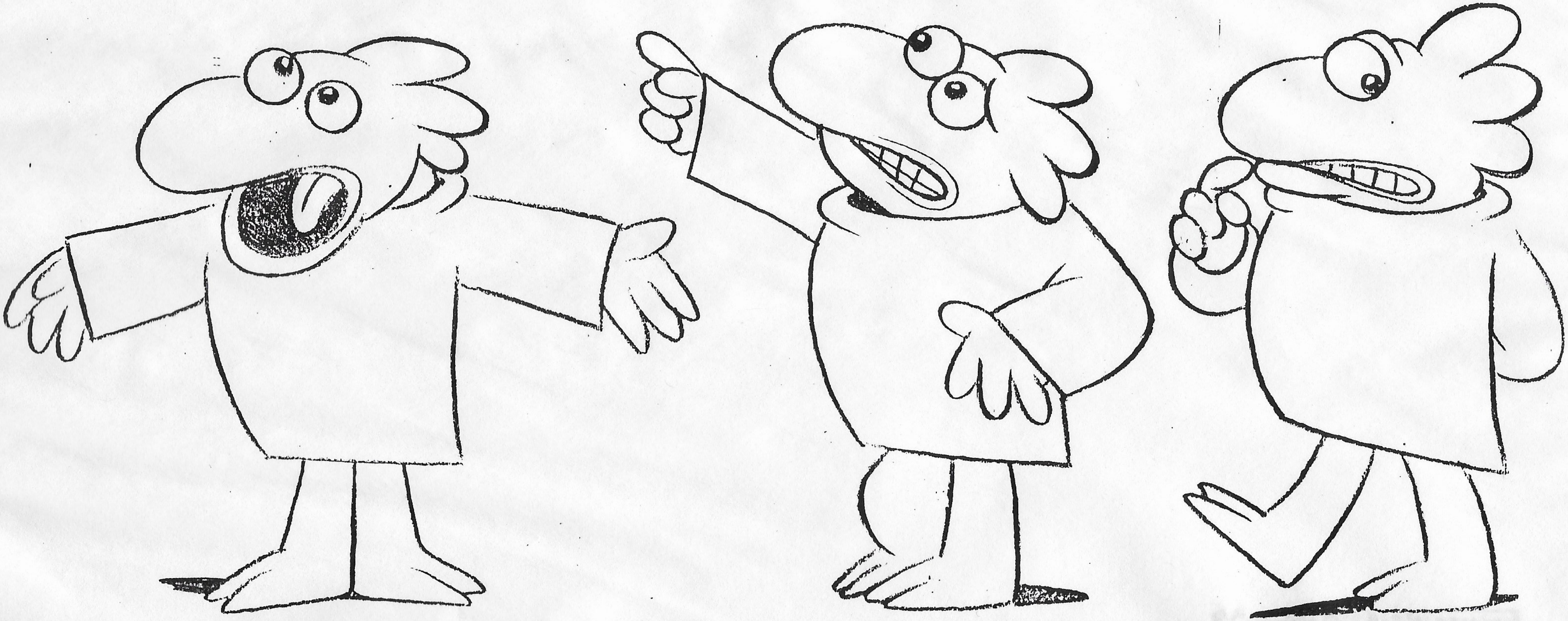


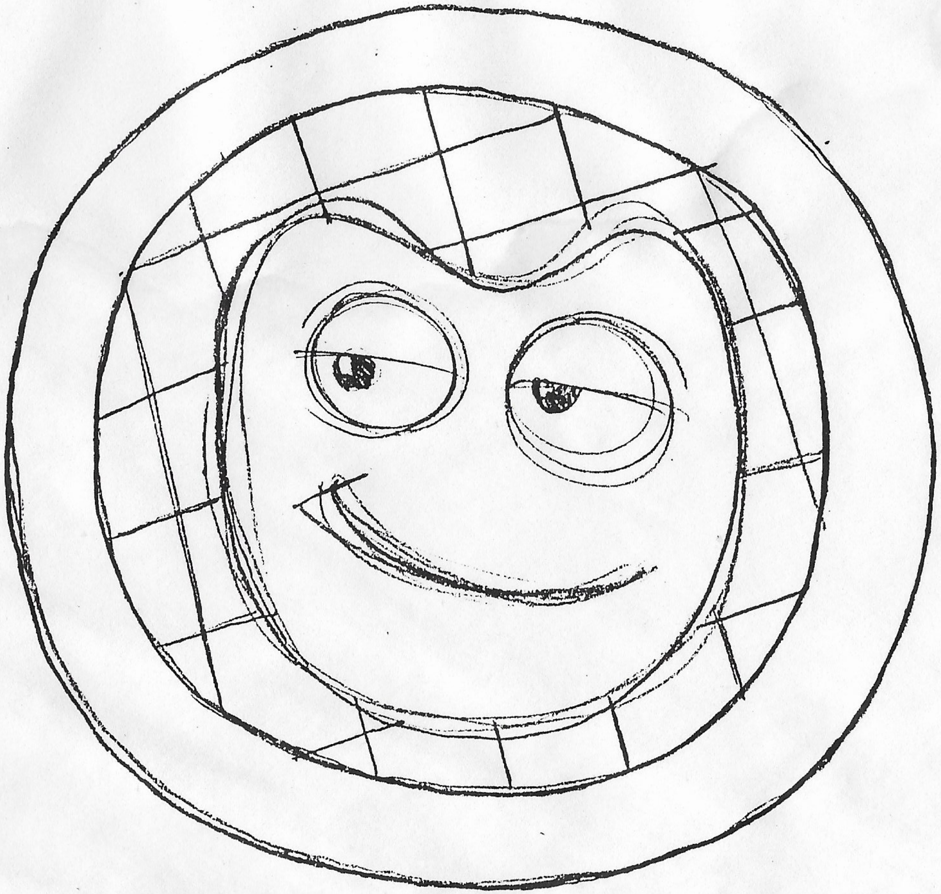
Oddy, standard size



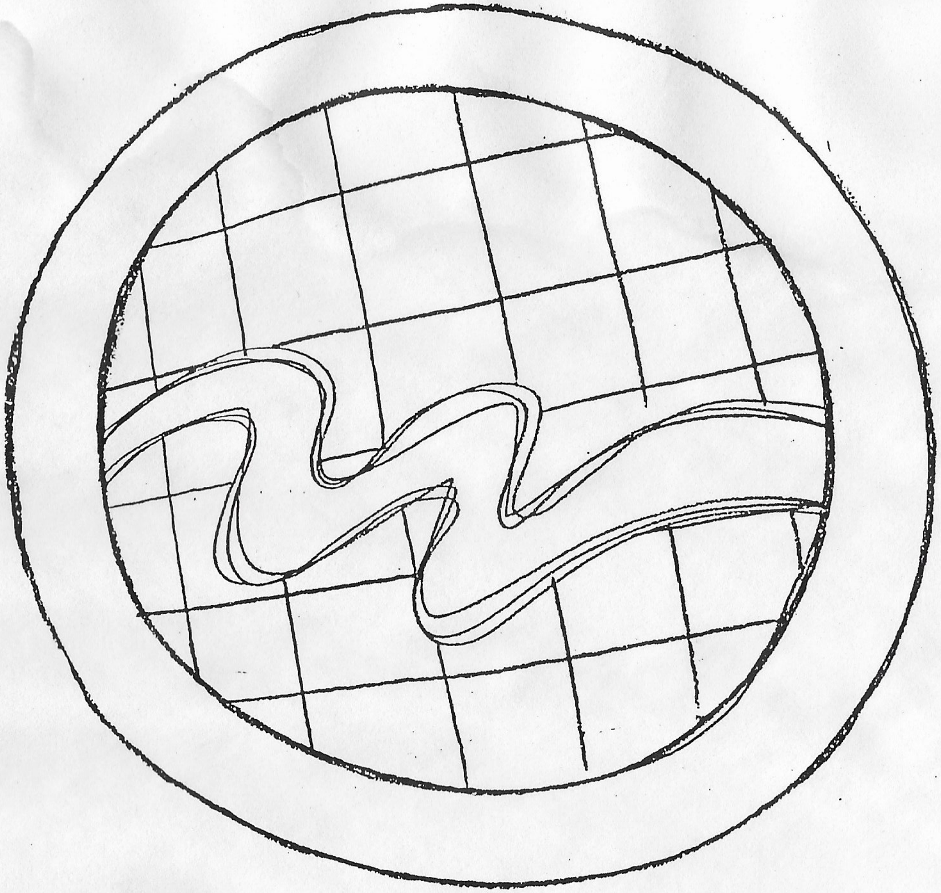
Ick, standard size

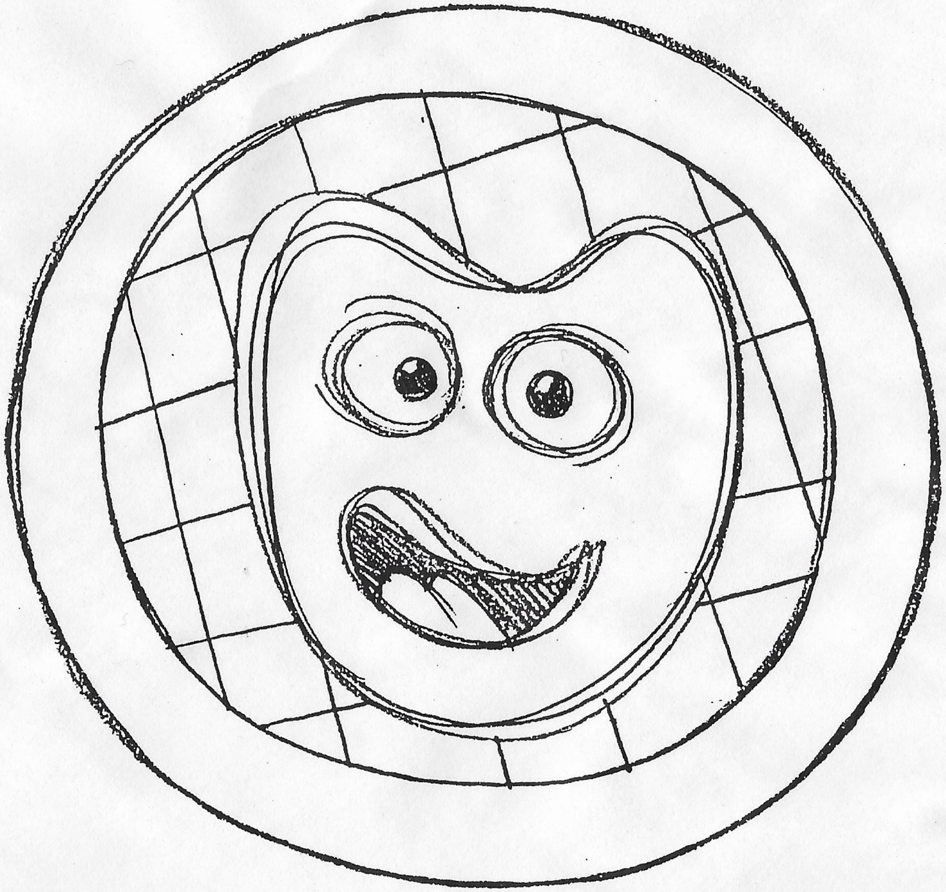


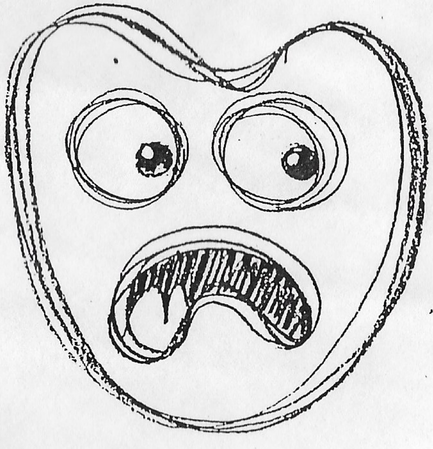


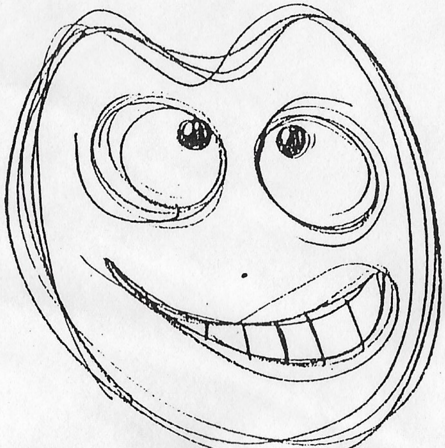


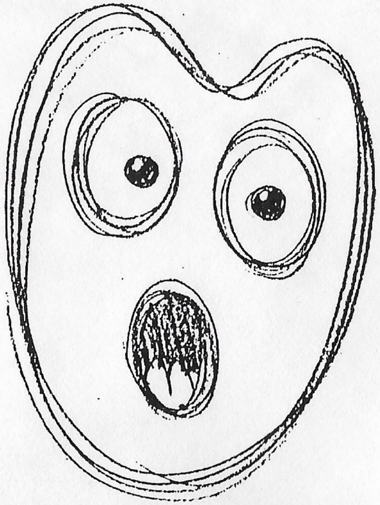
The Narrator: a sketchy face/mask talking from an Occiloscope screen

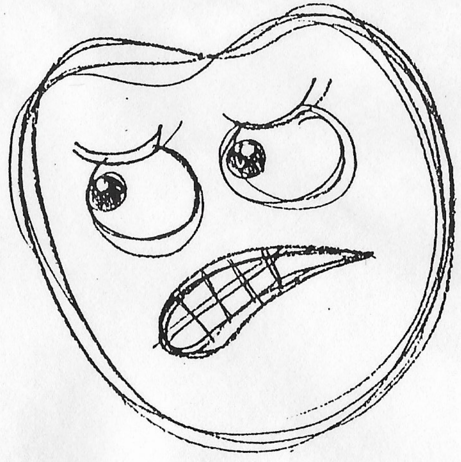


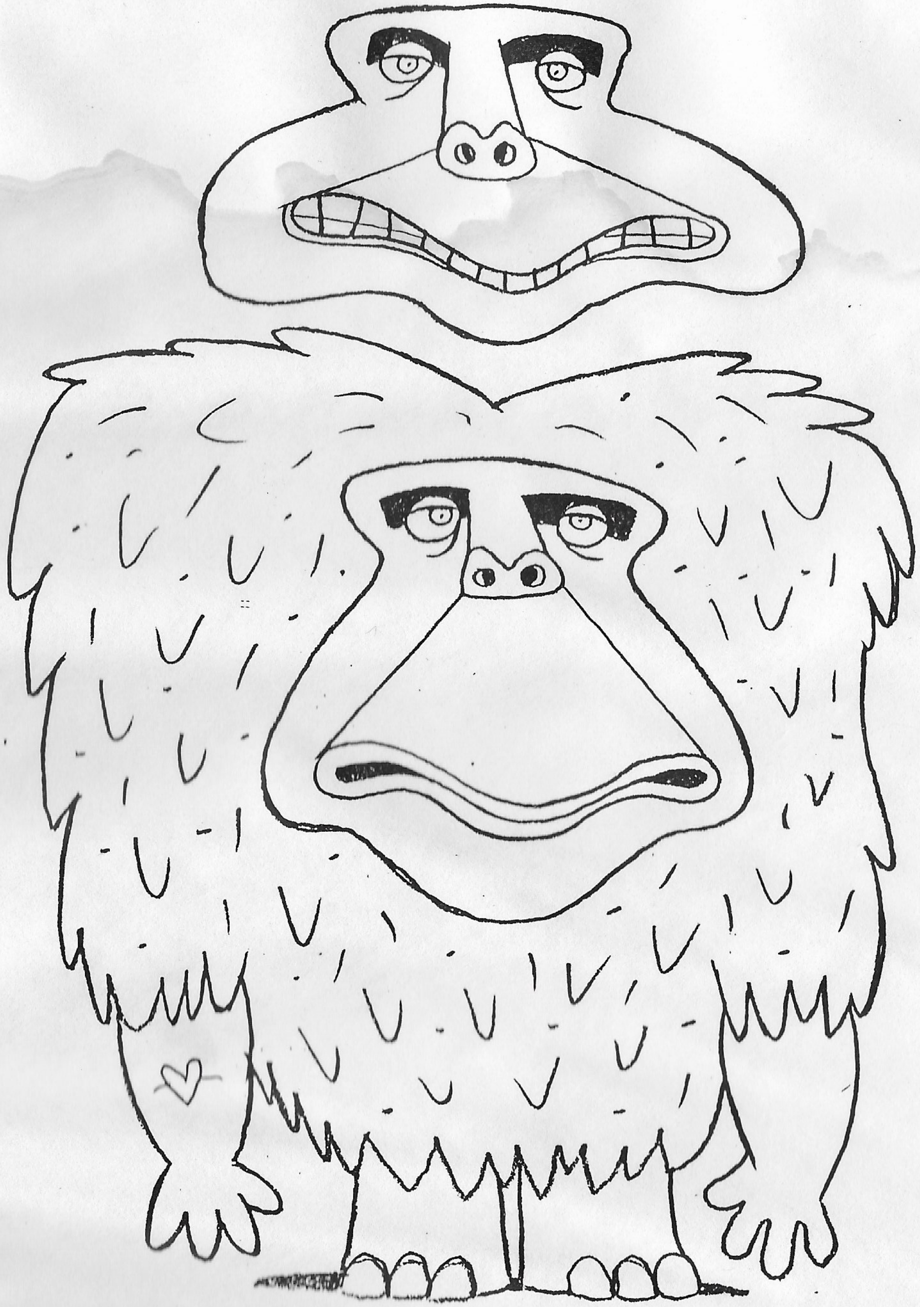




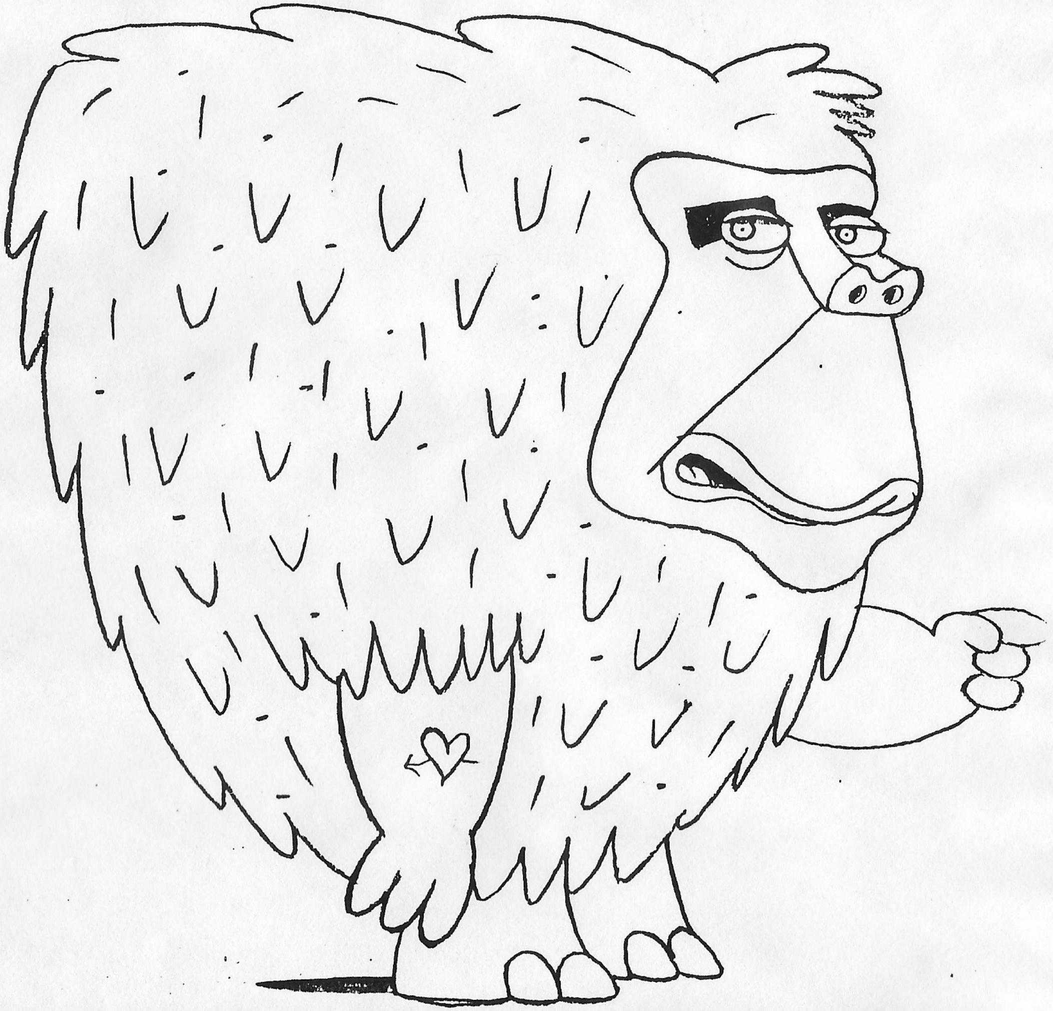






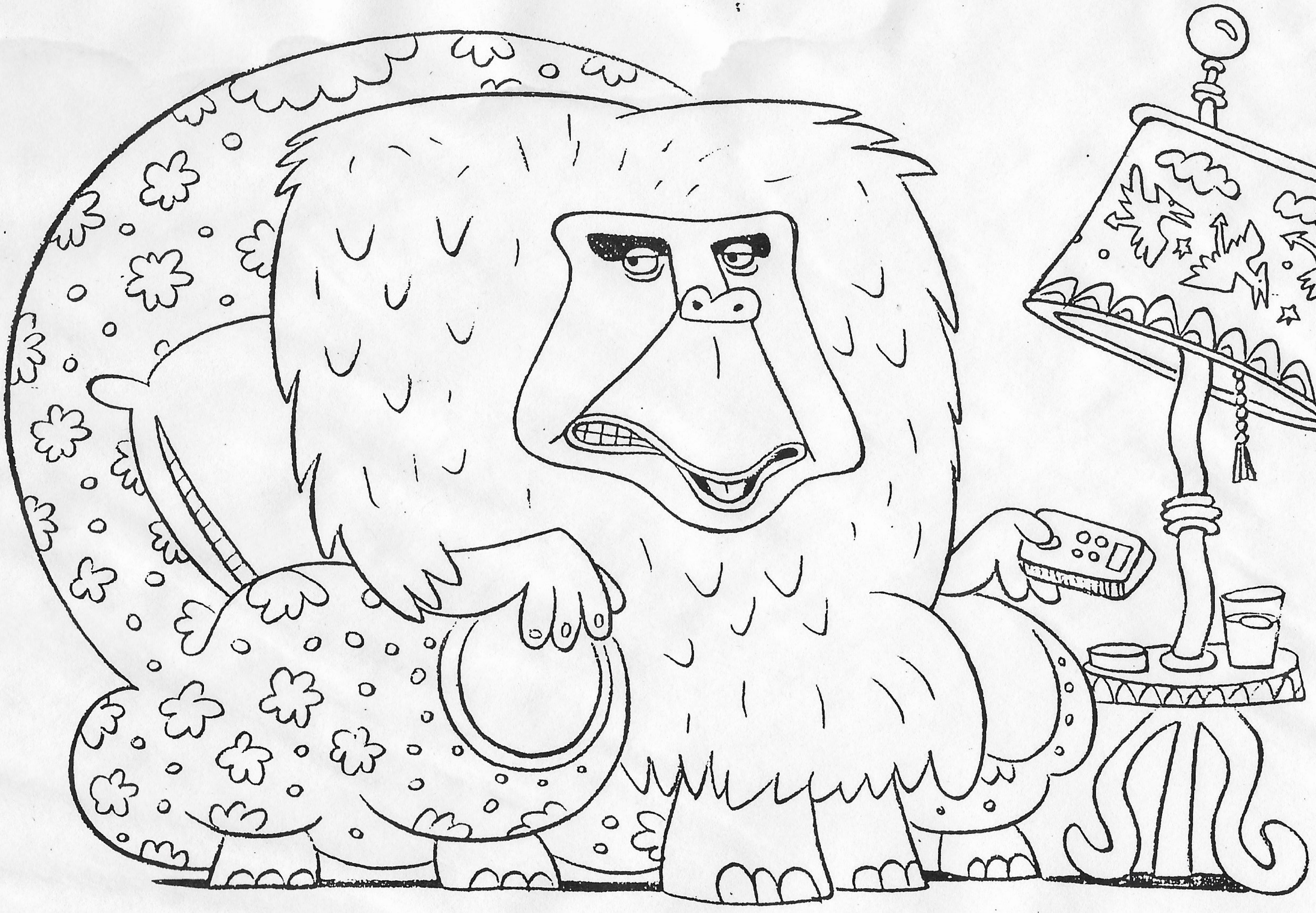


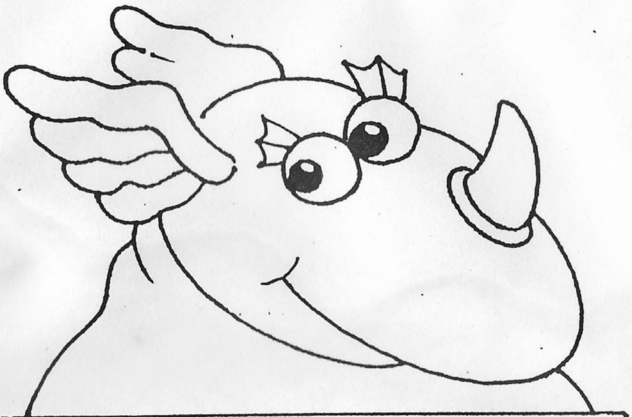
Remember: the Abominably Animated Man is exactly that...abominably and minimally animated; he's mostly a held cel with face or mouth or hand actually doing the moving, OK?



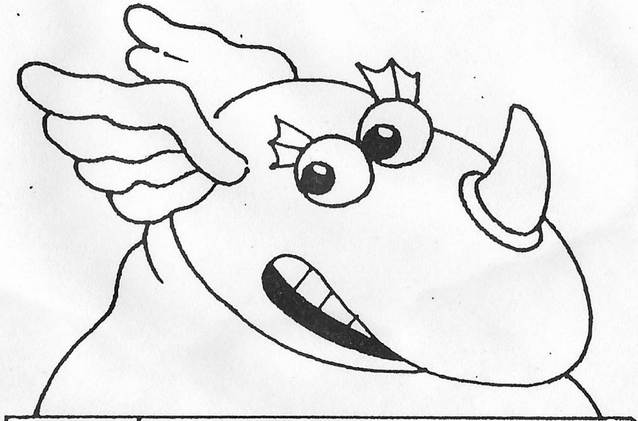
The Abominably Animated Man

standard size

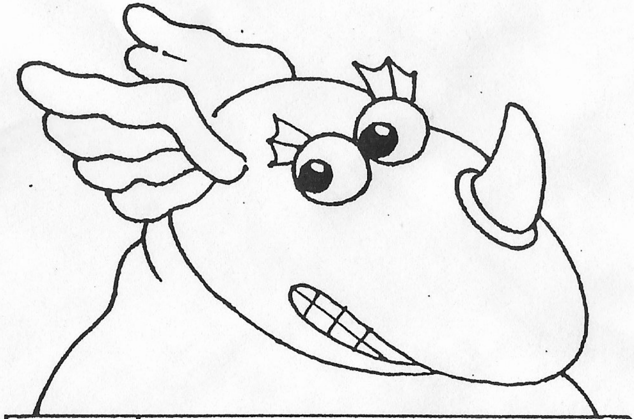




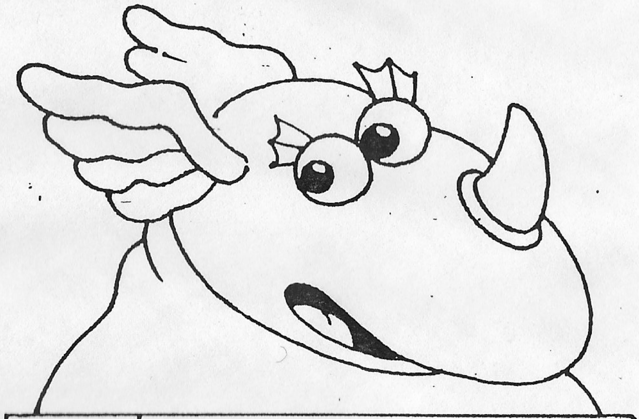
A MOUTH "MM", N, B, P,



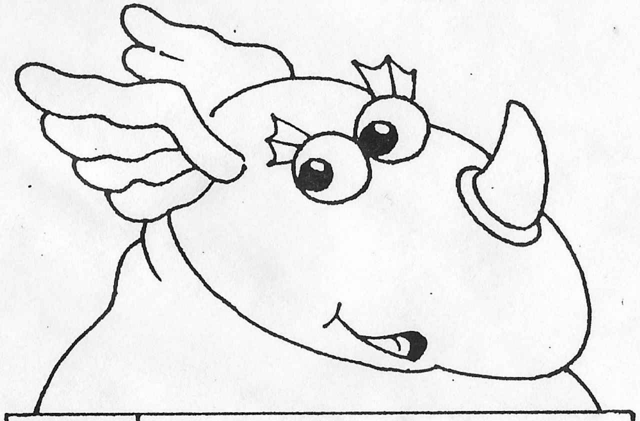
B MOUTH AH, EE and EH..



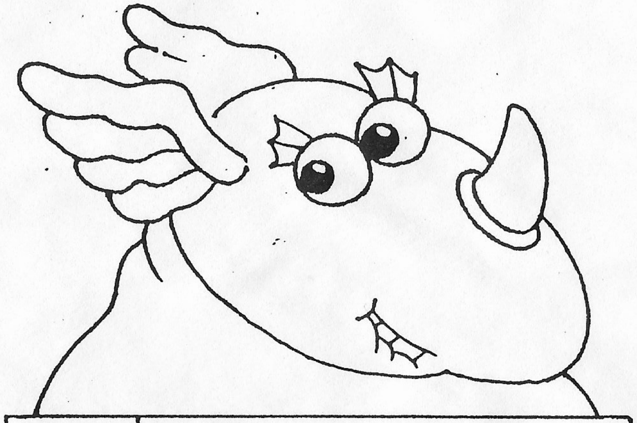
C MOUTH CEE", "SSS" and "SH.."



D MOUTH "L"



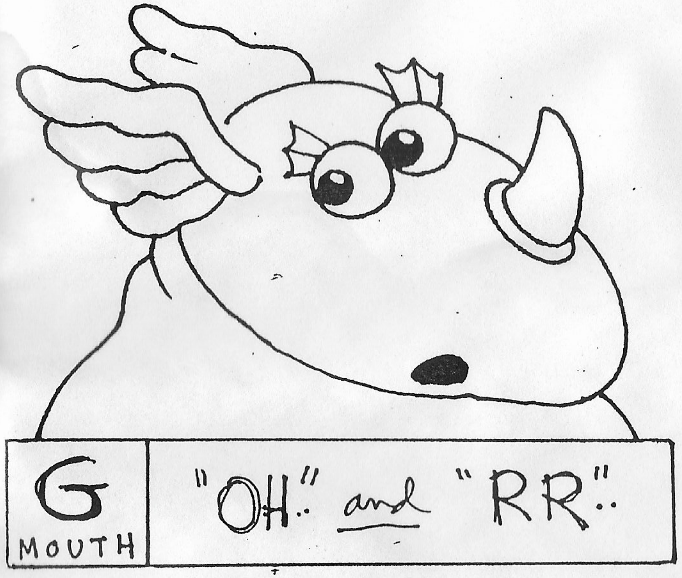
E MOUTH "EW... RR..."



F MOUTH "FF" and "TH"

Basic Mouth Positions for LIP· SyNc (Ⓐ THRU Ⓖ)

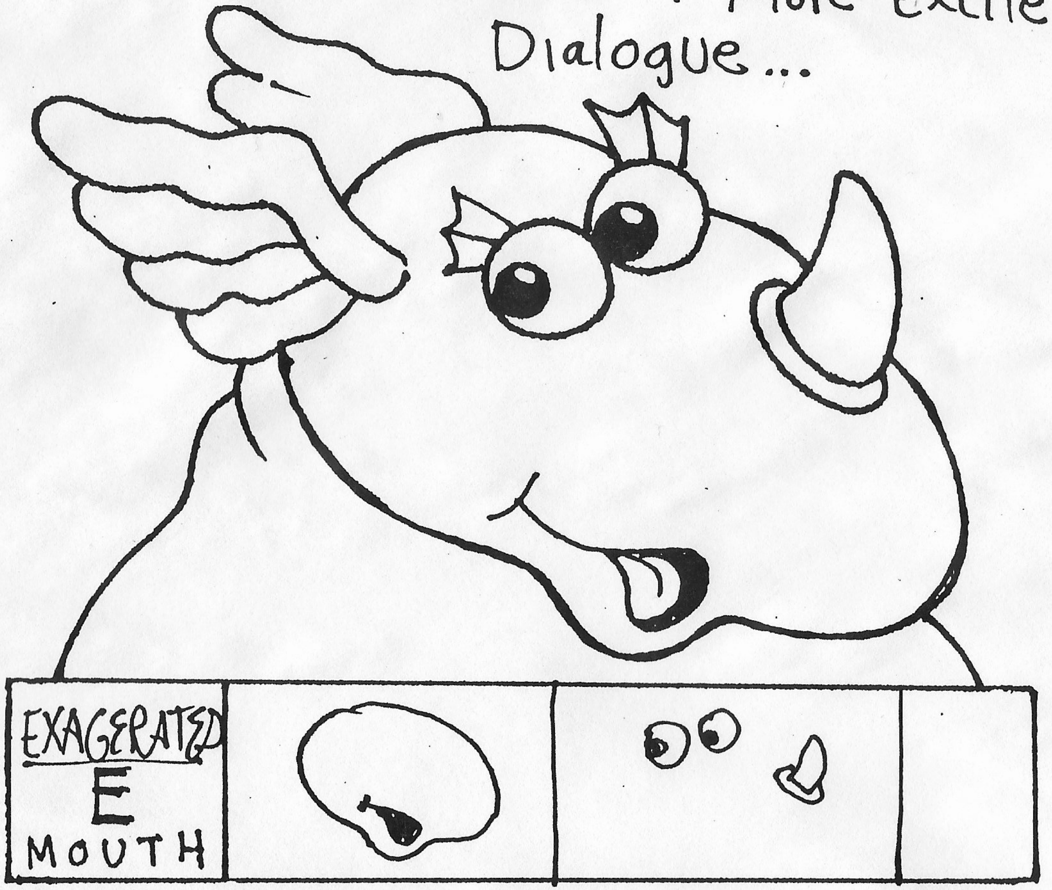
NOTE: THESE ARE MOUTHS THAT CAN BE SEPARATE FROM CHARACTER'S HEAD...

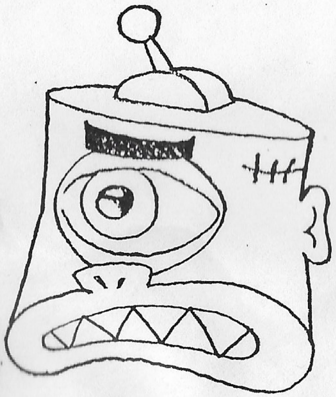


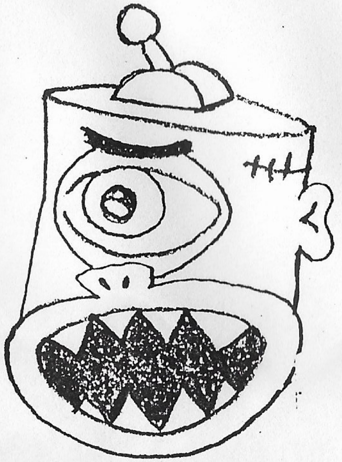
BASIC MOUTH POSITION (CON'T)

NOTICE THAT THE HEAD IN EXAMPLES Ⓐ. THRU Ⓖ. CAN BE HELD... MOUTH BREAKS OUT AND CAN BE PUT ON ANOTHER LEVEL... ALL THE CHARACTERS IN THE QUINTET CAN USE THIS KIND OF LIP-SYNC MOUTH... SAVES ON PENCIL MILAGE...

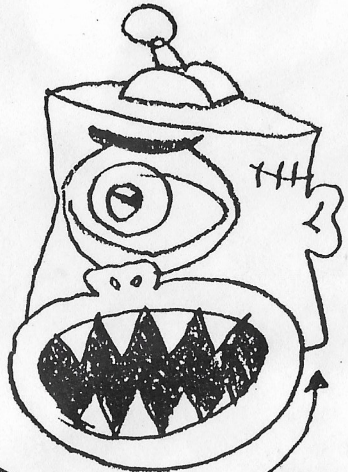
NOTE: Every Now and Then, Use The "WHOLE-HEAD" Mouth Method: So mouth position can go beyond limits of Held-Head... good for VARIETY'S SAKE or More Excited Dialogue...

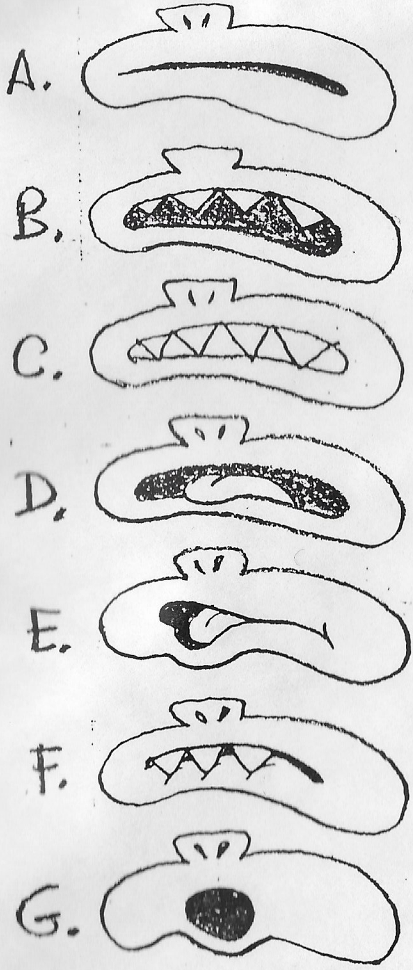




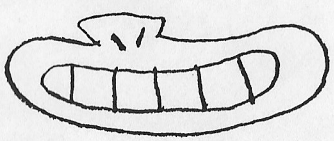


NOTE: ALWAYS TRY AND KEEP HIS HEAD and JAW LINE FLUSH and CLEAN.. NOT LIKE THIS



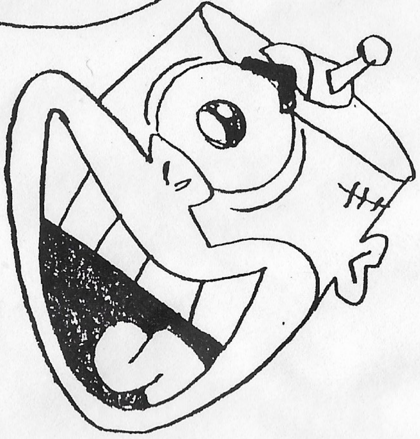


NERO ZERO's WHOLE NOSE+JAW AREA BREAKSOUT FOR LIP-SYNC... KEEP MOUTH ANIMATION MORE WILD AND RUBBERY THAN OTHER CHARACTERS...



SMILING TALK WORKS SAME...

IF YOU WANT TO USE THIS KIND OF MOUTH YOU NEED TO MAKE A SPECIAL HELD-HEAD TO AVOID THIS PROBLEM... OR... ANIMATE THE WHOLE HEAD AS A SINGLE UNIT...



BECAUSE HE HAS A BEAK... NIRD'S LIP-SYNC CAN BE HANDLED LIKE NERO ZERO'S... (SEE FIG ①..)

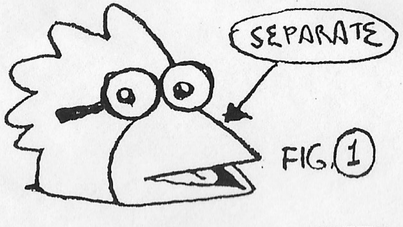


FIG ①

OR, HE CAN TALK OUT THE SIDE OF HIS MOUTH LIKE HIS BEAST-BUDDIES... FIG ②

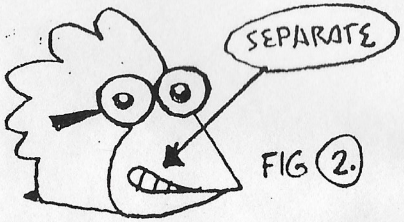
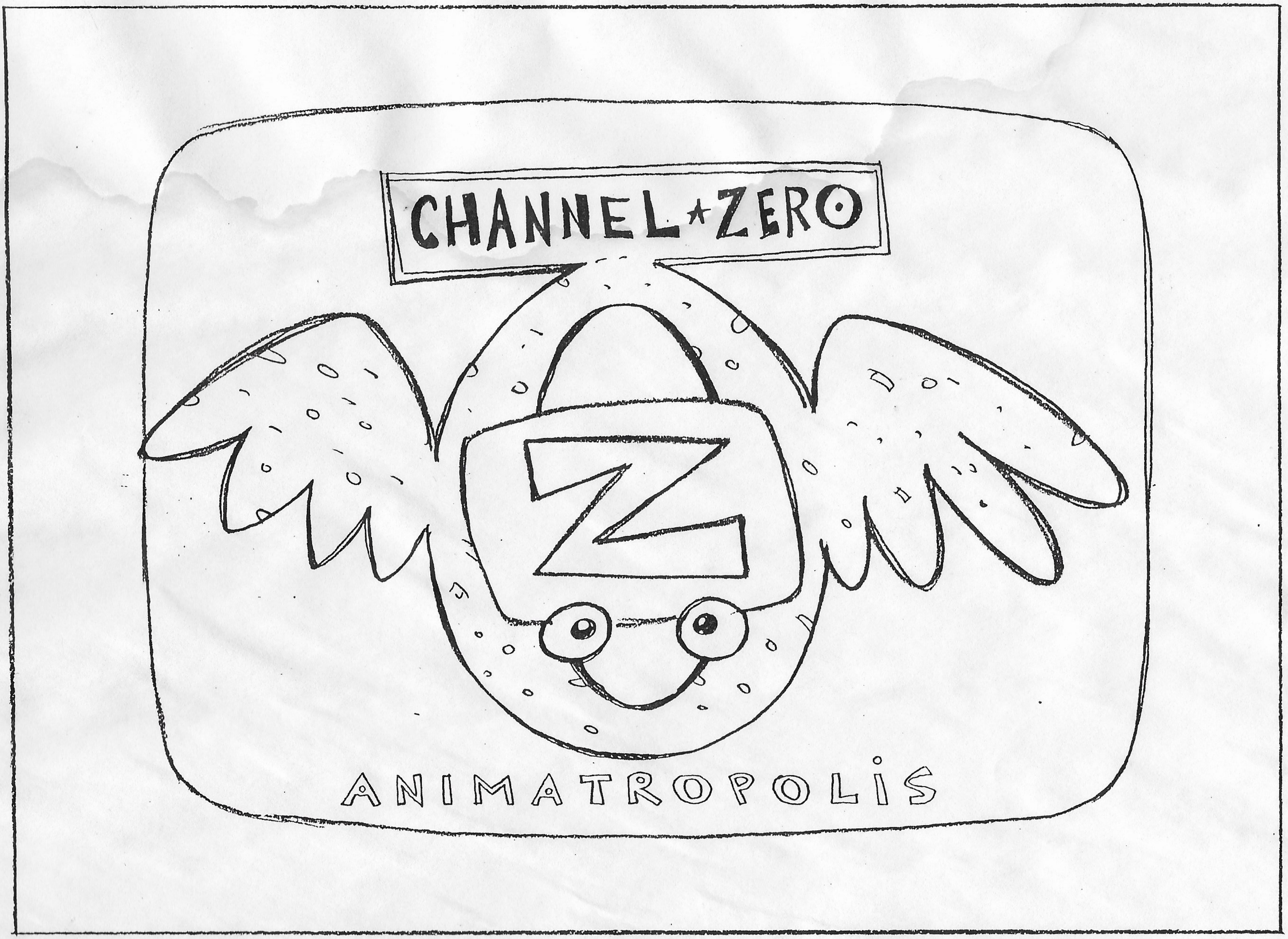
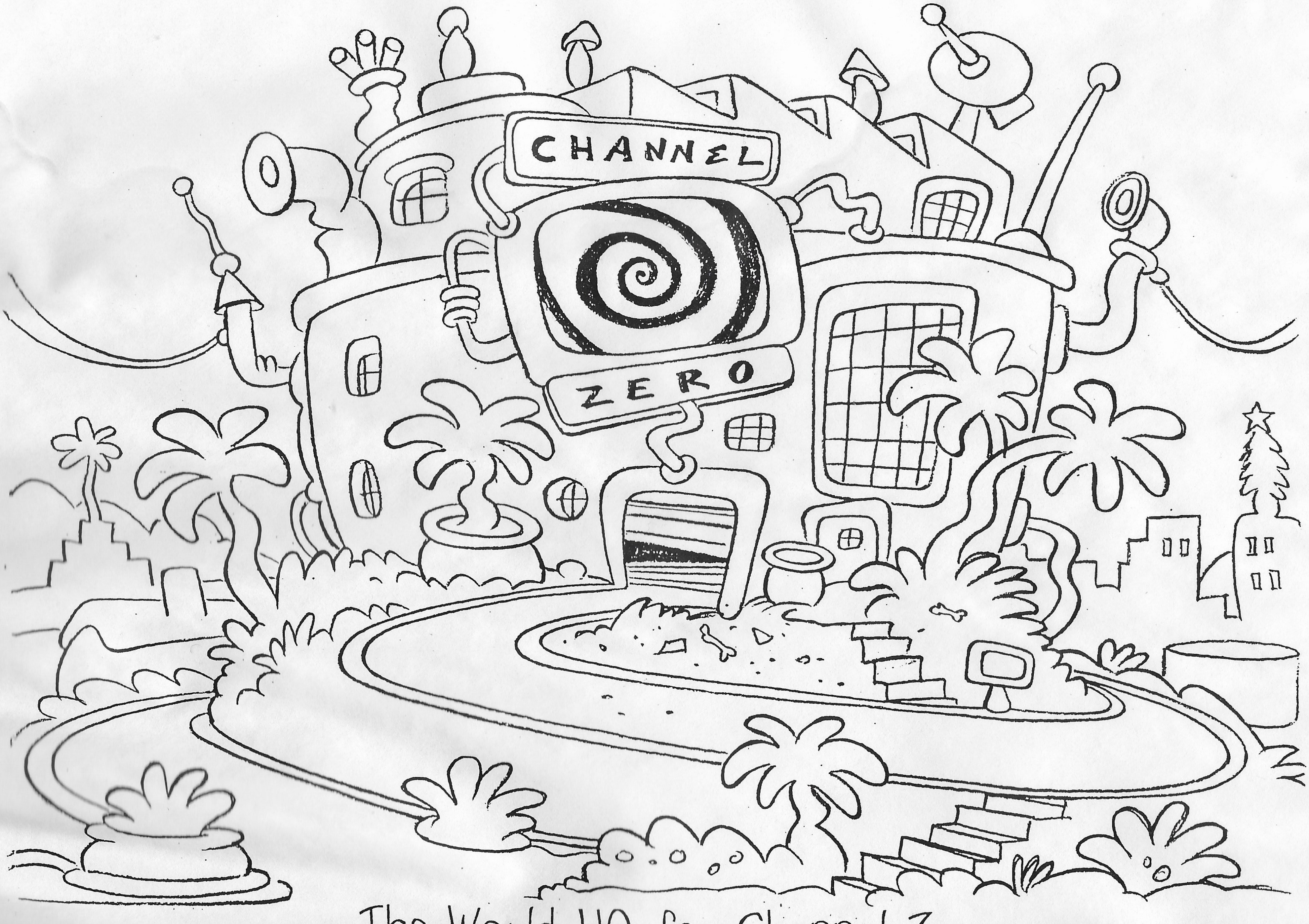


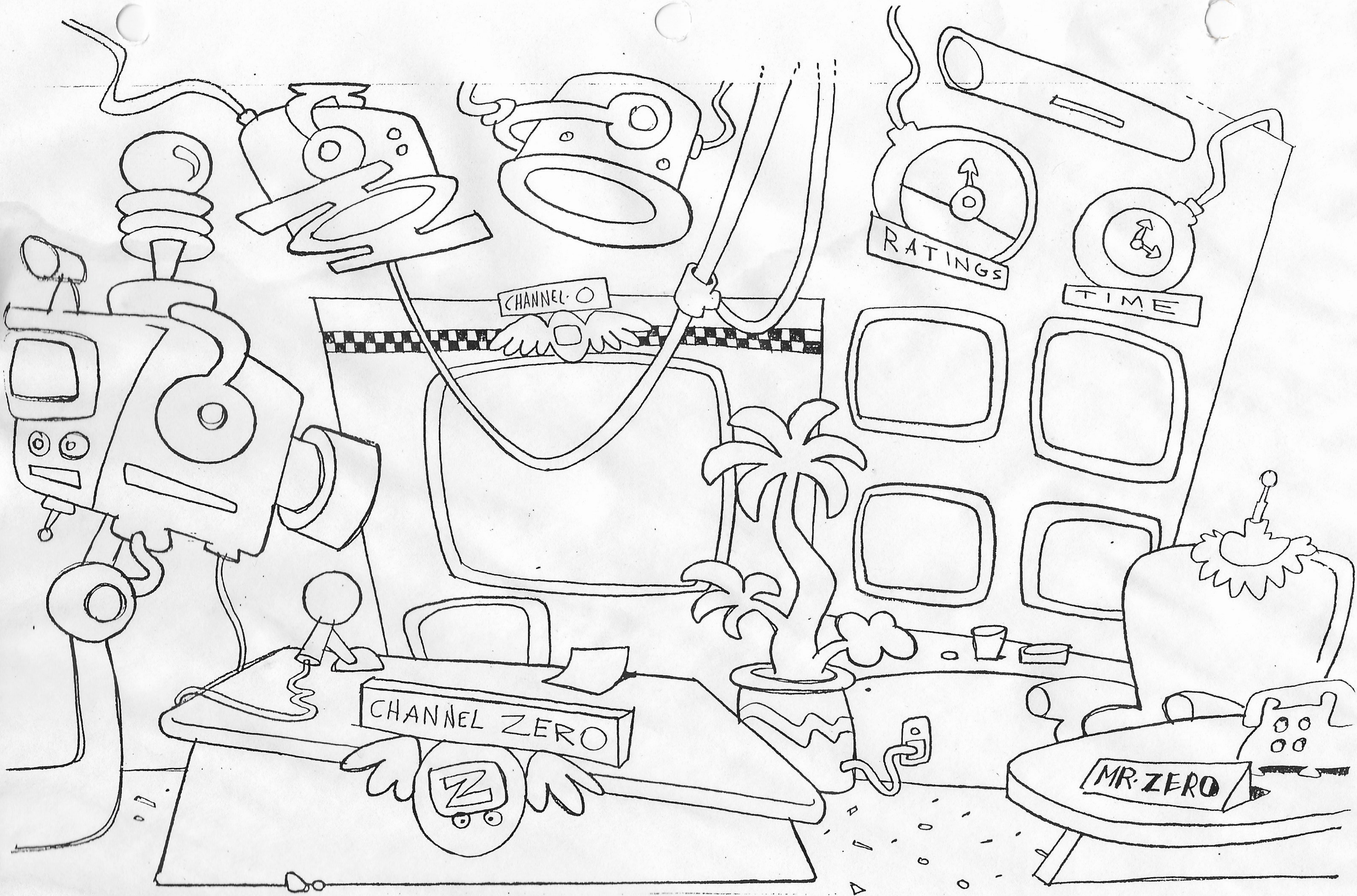
FIG ②.


CHANNEL ★ ZERO
Z
ANIMATROPOLIS

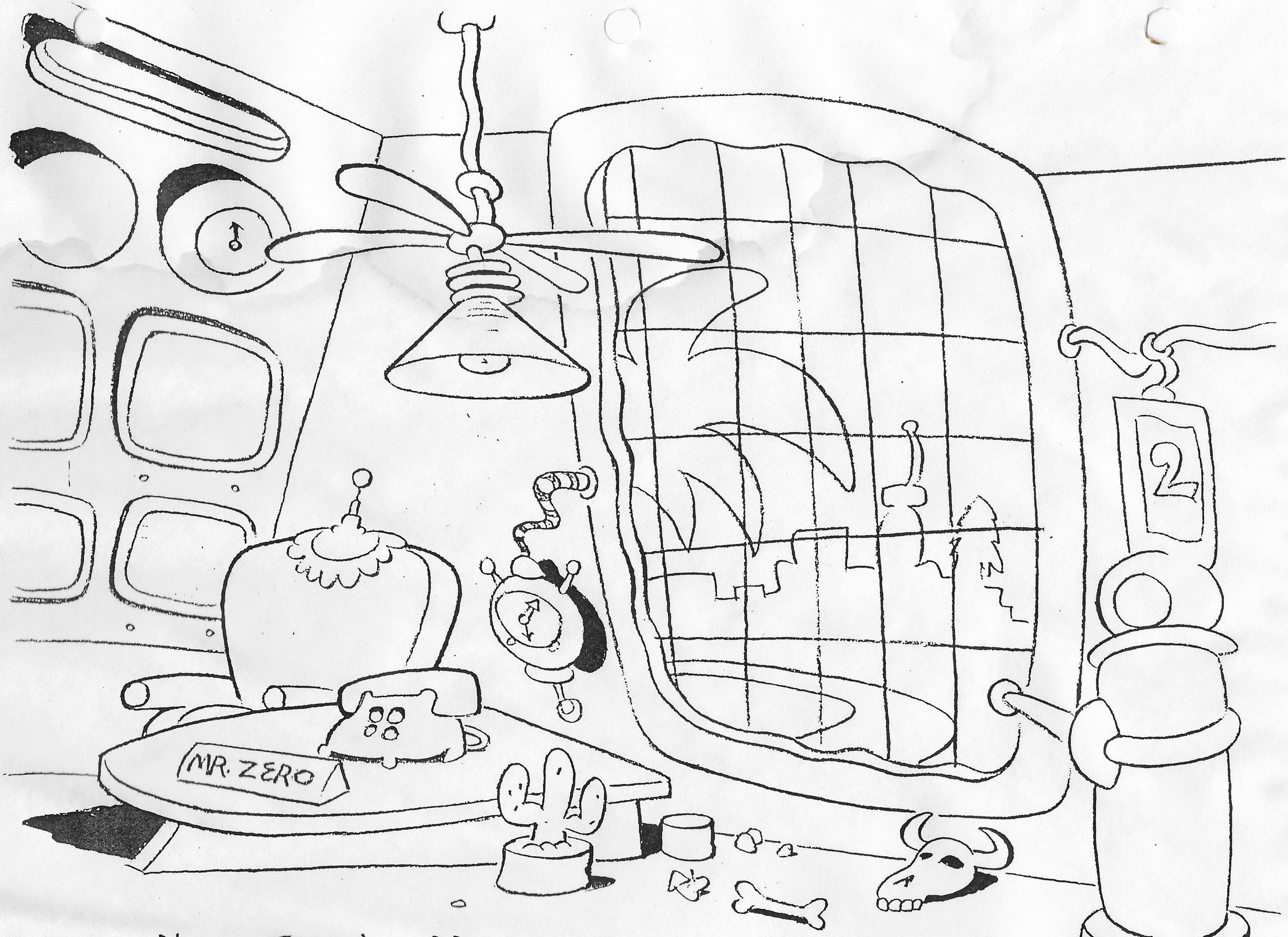
The official Logo for Channel Zero (full-TV-screen)


CHANNEL
ZERO

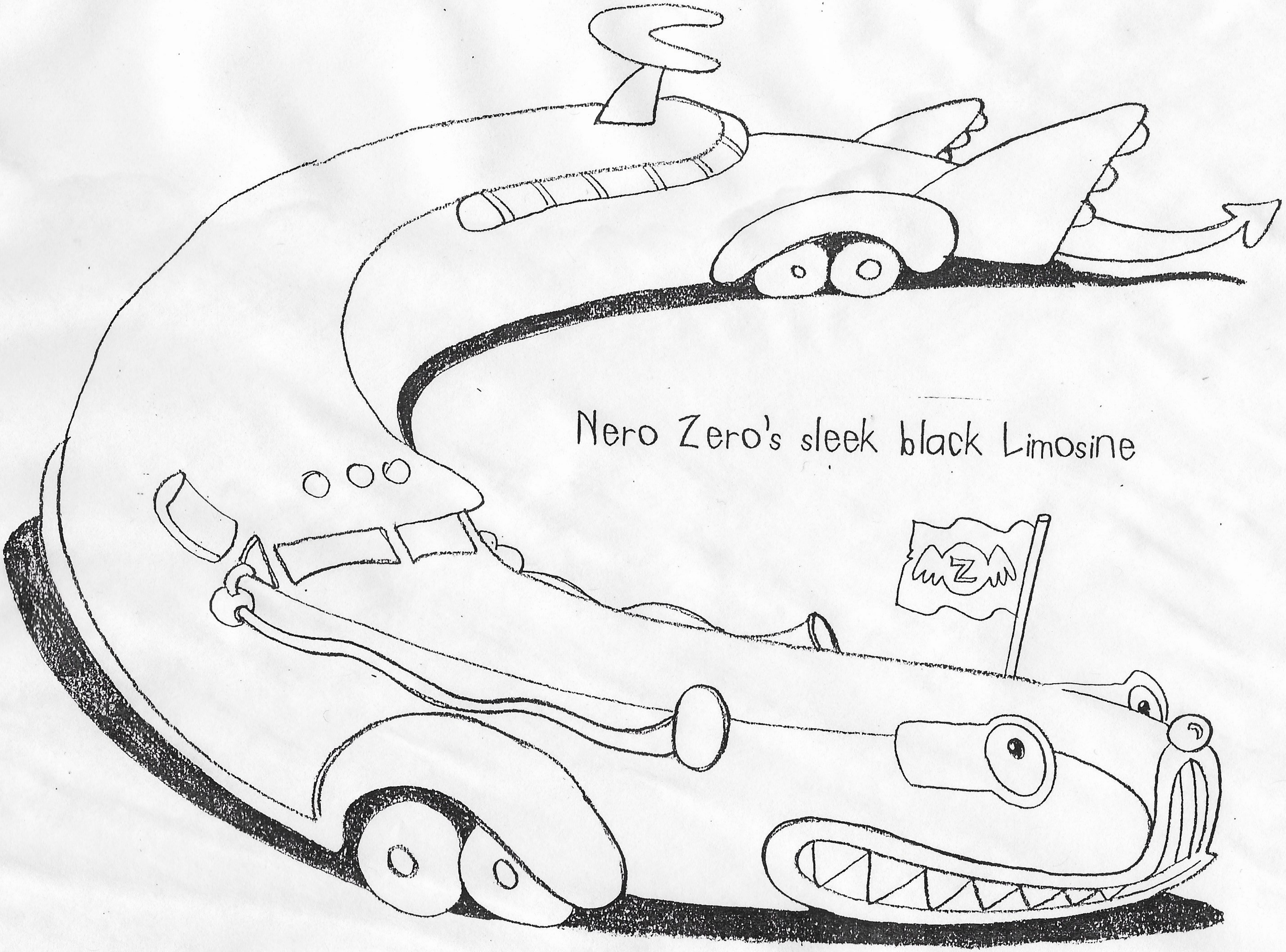
The World HQ for Channel Zero


CHANNEL·O
RATINGS
TIME
CHANNEL ZERO
Z
MR·ZERO

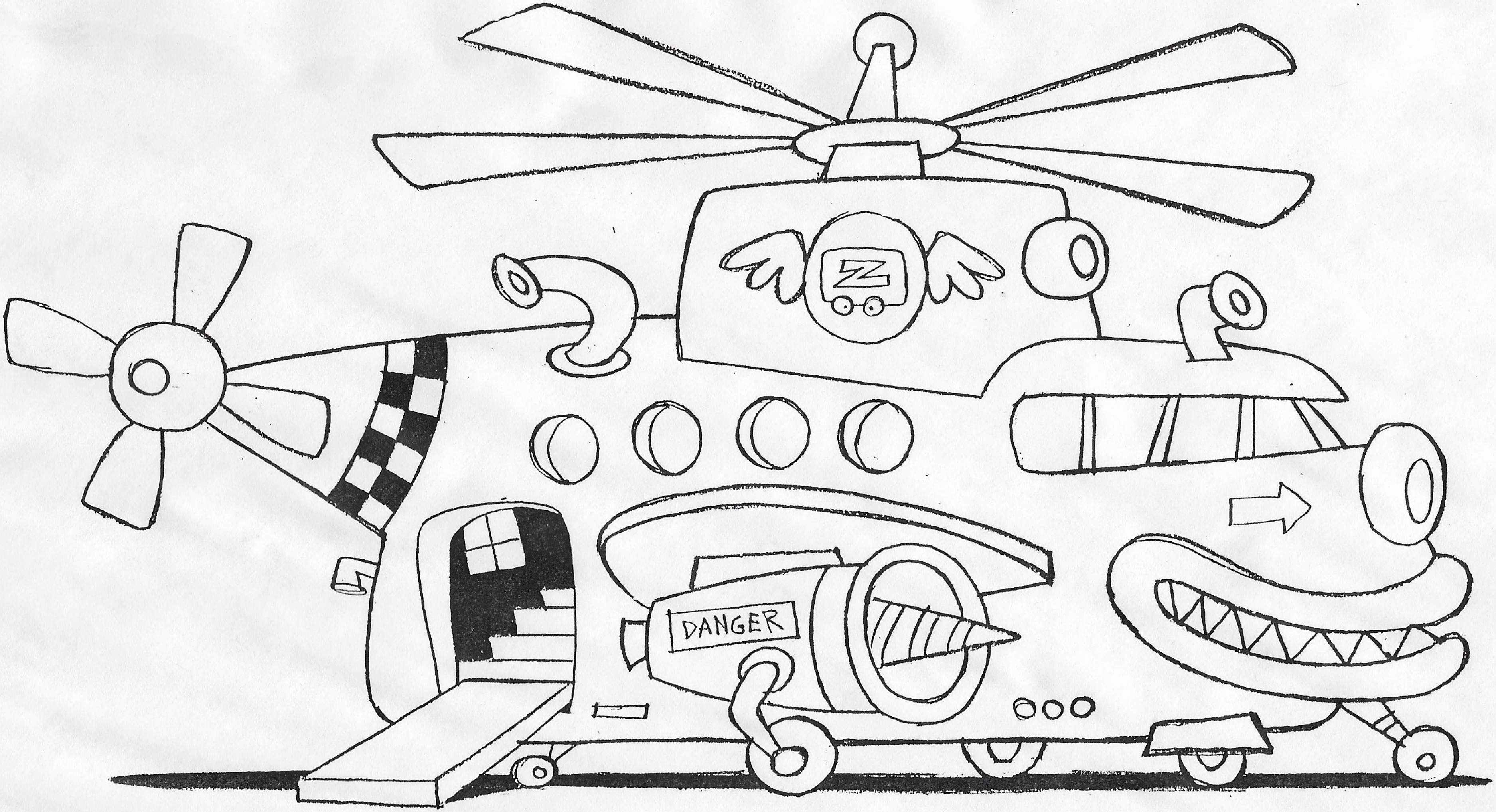
Nero Zero's news desk



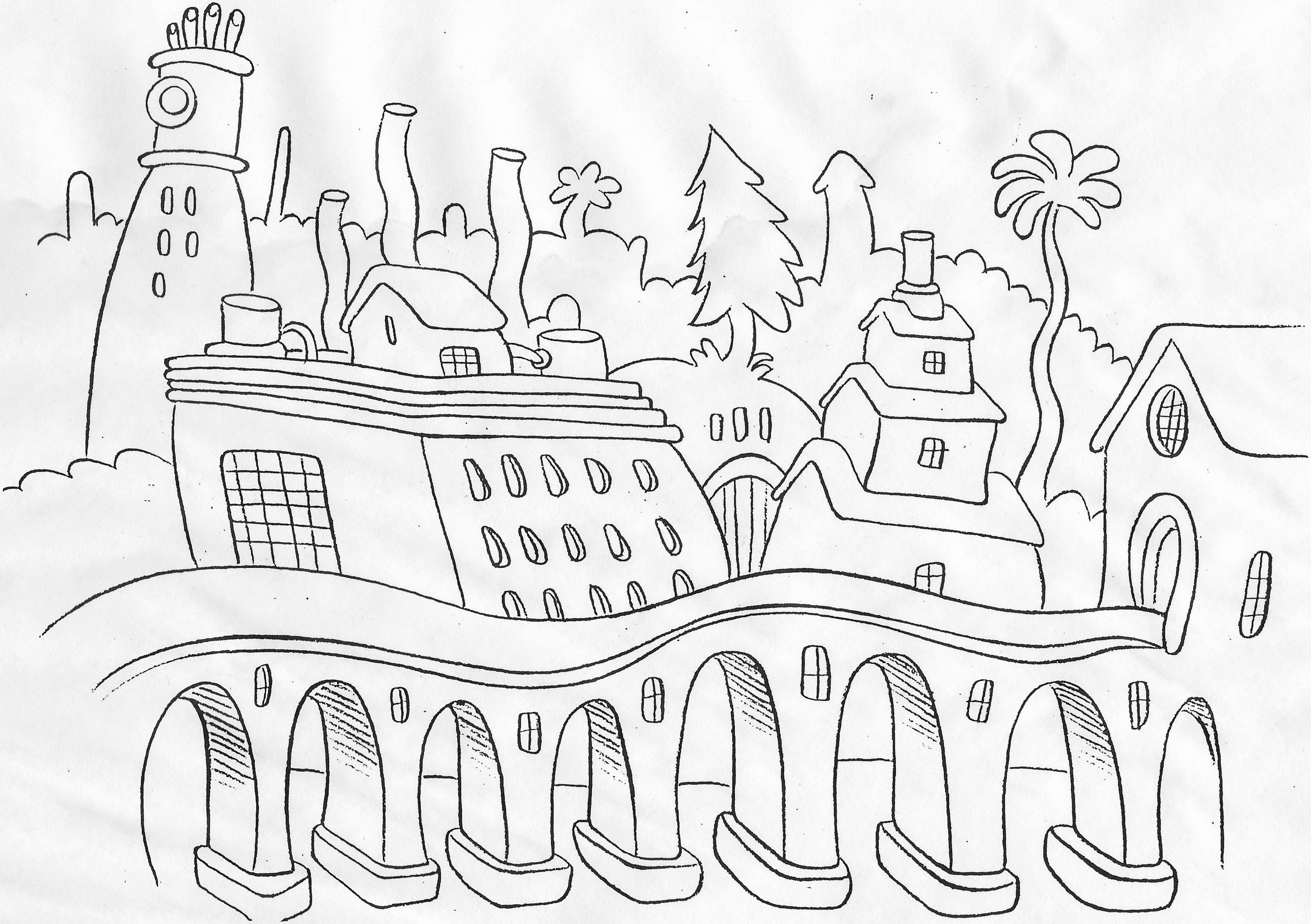
Nero Zero's office



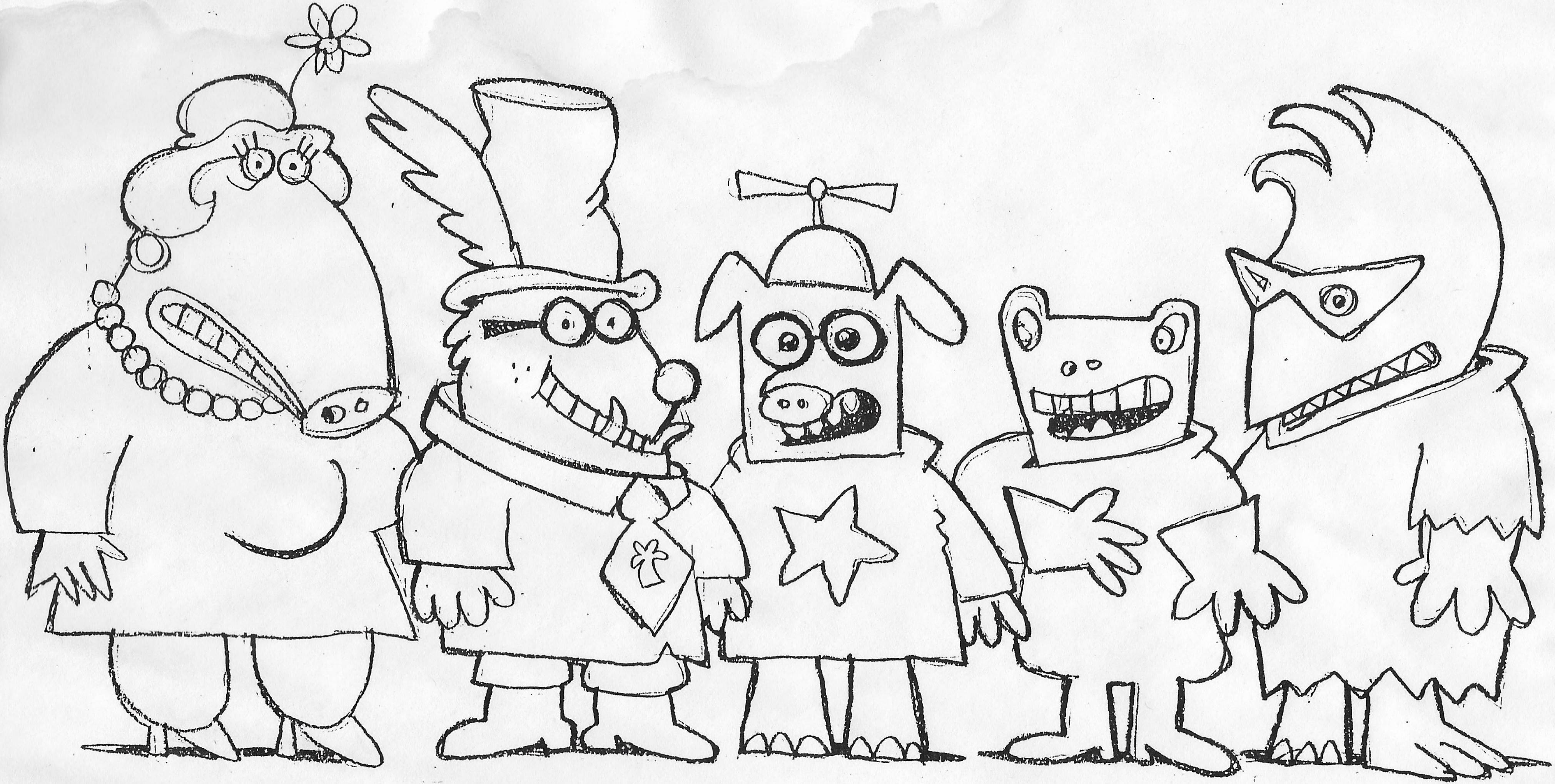
Nero Zero's sleek black Limosine



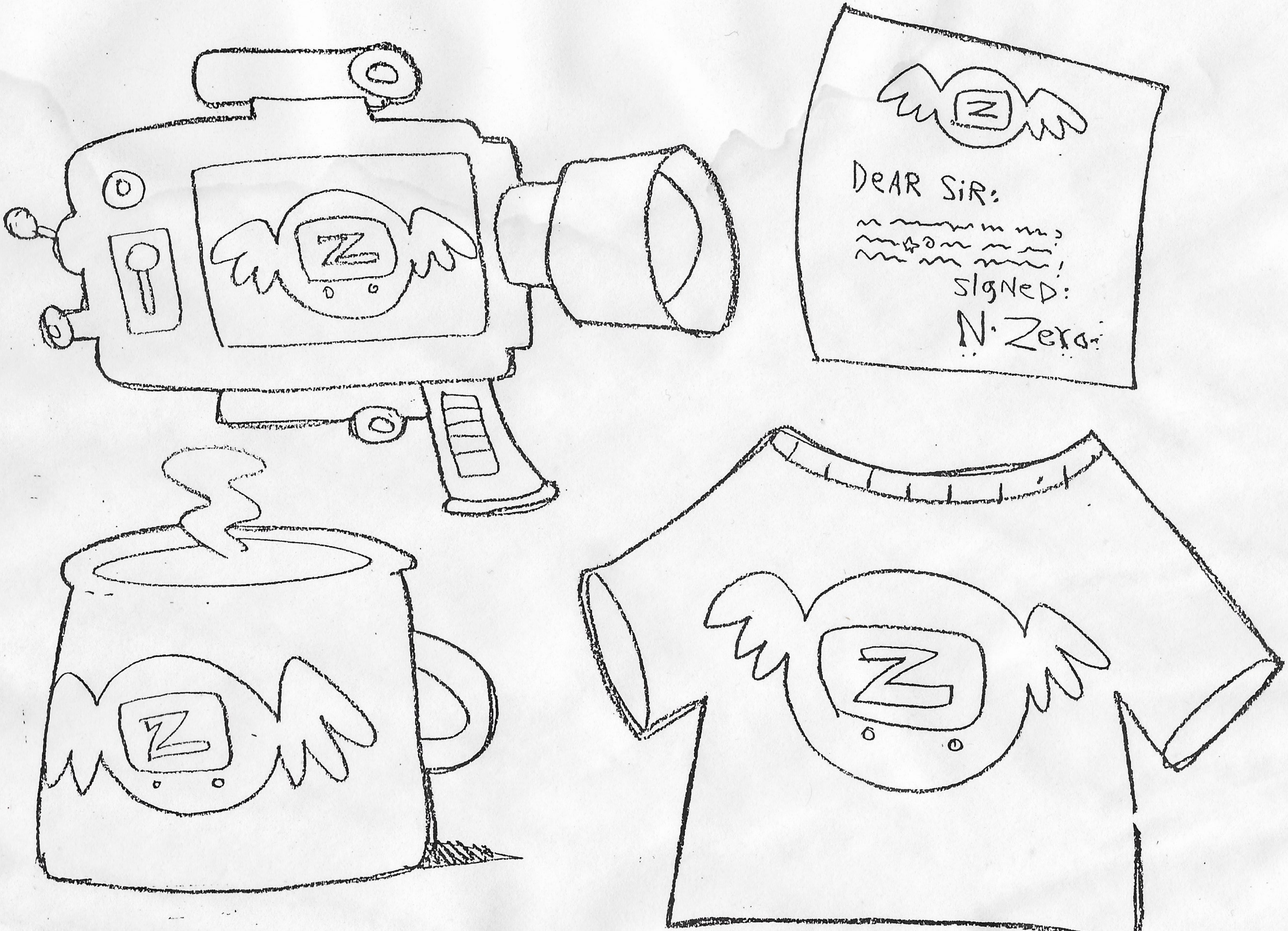
a flying machine



typical cartoon architecture in Animatropolis



Typical citizens of Animatropolis, standard size


Z
Z
DEAR SIR:
SIGNED:
N. Zero
Z
Z

the simpler version of the logo